FROM THE EDITORIAL TEAM WHO BROUGHT YOU YC!!!

### GOMINODORE POMINICIALIS POMINICIA POMINICIA POMINICIA POMINICIALIS POMINICIALIS POMINICIALIS POMINICIALIS POMINICIALIS POMINICIA P

ISSUE #1 O JANUARY 1992

770964 794000

OVER 30 C64 GAMES REVIEWED AND PREVIEWED!!!

DOUBLE DRAGON III



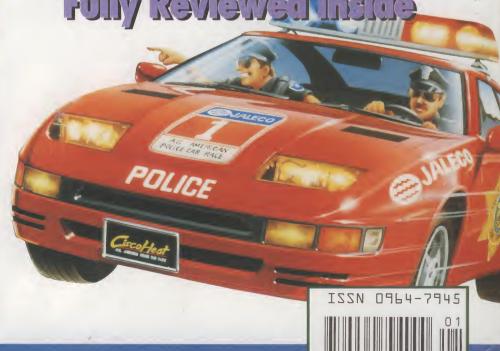


ROSERIA STORE

If you can't find your incredible Commodore Power tape - featuring Nexus, Street Machine, Bear George, and Frosty The Snowman - you could try giving Anneka Rice a call and ask her to run around, shaking her bottom a lot, or, alternatively, you could stroll up to the newsie who supplied this truly stunning magazine and say, "Hello Mr. Newsie! Is it possible that I could have the tape that goes with this exciting organ, pleasie???", and hope they're in a good mood!

COR, BLIMEY - IT'S THE ROZZERS...

CISCO HEAT Fully Reviewed Inside



PLUS: BIG THRILLS - MUSIC, FILM, VIDEO, SPORT, COMICS, AND MORE!

In 1979, a strange phenomenon shook the World - the Invaders landed ensuring that life would never be the same again.

### NOW THEY'RE BACK ... WITH A VENGEANCE!!!

Bigger, badder, brighter, bolder and better. **Super Space Invaders sends** the game that launched a thousand games rocketing into the 21st Century with a host of amazing features:-



Level after level of increasingly weird and hostile invaders



Amazing multi-way scrolling playfields



Huge end of level mega monsters



Secret hidden levels for only the best to find.

It's the sequel with no equal!



Programmed by The Kremlin Artwork and Packaging © 1991 Domark Group Ltd. Published by Domark Software Ltd. TAITO

51-57 Lacy Road.



244 The second section of the second section is

### COMMODORE POWER

### **INSIDE!**

- 07 Headstart Game news 'n' views 'n' Christmas, er, things with Bevy Babes.
- 11 Dream Team Your guide to our guides
- 13 Post Apocalypse Show Your letters answered by the Fifth Horseman of the Apocalypse
- Wheels of Steel Nexus, Street Machine, Perils of Bear George and Frosty the Snowman; instructions!
- 26 Santa's Sack Compo Massively-generous Christmas goodie giveaway!
- 30 Cisco Heat Poster
- 31 **Big Thrills** Eight-page review of comics, music, film, video and more!
- 41 'Cisco Heat Compo Win! Walkie-Talkies!
- **57 Coin-Op Power** A promenade through the arcade with a look at the newcomers
- **Budgie Column** Budget Software roundup.
- **Oozin' Eugene** He's the coolest tipster in town!

### **○** REVIEWS **○**

- 04 'Cisco Heat
- 18 Battle Command
- 21 Turtles Coin-Op
- 22 The Cycles
- 23 Thunderjaws
- 24 Stratego, Round the Bend
- 25 Moonfall
- 28 Hudson Hawk
- 42 Smash TV
- 43 Toki
- 44 WWF Wrestlemania
- 46 Pitfighter



- 48 James Bond
  Collection,
  Capcom
  Collection,
  Super Sim Pack
- 52 Rugby World
  Cup,
  PP Hammer
- 53 Rodland
- 54 Double Dragon III
- 56 Final Blow



Co-Editors: Jeff Davy, Rik Henderson © News Editor: Beverly Gardner © Staff Writer: Richard Taylor © Contributors: Cameron Henderson, Jason Miller, Monica Wolff © Designer: Rik Henderson © Ad Sales: Jeff Davy, Dave Hughes © Publisher: Jonathon White

Commodore Power, 'Lime Lizard Limited', 24 Highbury Grove, London, N5. Phone: (071) 704 9767. Fax: (071) 359 1962

Commodore Power is published monthly - Reprographics by BPCC.
Distributed by Comag (0895) 444055.
No part of Commodore Power may be reproduced or rifled mercilessly

No part of **Commodore Power** may be reproduced or rifled mercilessly for lifestyle advice without the written permission of Lime Lizard Limited, and only then if you ask nicely.

©1991/2 Lime Lizard Limited/Jeff Davy/Rik Henderson
From the same publisher as: Lime Lizard Magazine - monthly style guide for discerning music fans!



### **POWER INFO**

Supplier: Price: Imageworks £10.99 Tape, £14.99 Disk

Availability:

£14.99 DISK Out nowish!!!

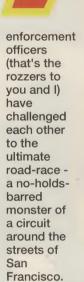
You're standing by the side of the road and suddenly a cop-car burns past, sirens

screaming, tyres smoking (they'll get cancer!). Then another, and another. Loads



of them, in fact, careering around corners and bumping onto pavements, into other cars and before disappearing into the distance. But they don't appear to be chasing anything, except each other!
And then it dawns on you.
You're inside a 'Cisco
Heat arcade machine,
one of the neatest new
challenges to arrive in your
local amusement emporium
this year. You've been
pixelised and are merely a
bystander in a race game
with a twist. You knock on
the screen - but no-one can
hear you, they just think it's
another graphical flourish
from a fine arcade machine...

For 'Cisco Heat was truly spiffy in the arcades, and now those kindly Mirorrsoft people have brought it to the humble C64. The concept is simple; a bunch of law-



At the controls of one of the cars is your good self and at the change of a light you're off. The streets are full of obstacles, though (what a surprise!), such as yer normal



© Cor, I can see right into this lorry driver's cab, and what's that he's eating? Oh no, what a completely cliched man he must be - it's a choccy bar, isn't it?

Trams, hills, fast-moving police cars, it can only mean one city:
Manchester... er, San Francisco!

Jeff "Fair Cop" Davy takes to the mean streets in a souped-up copcar for the non-stop road-race of the decade!

road-user, other racing copcars, parked lorries, trams and all manner of normal road-based items. In fact, the only thing missing is packs of screaming pedestrians jumping out of your way. What fun that would be!

The race is divided into chunks (like Kattomeat) and

have to swerve around it (whilst staying on the road, of course) to carry on to the next level-portion. There's no small amount of skill in this and it effortlessly breaks up the boredom of normal roadracer games. All that long, winding roadway can get tedious, can't it?

### **CP'S FAVE COPS**

- Dixon of Dock Green he was Rik's uncle (True, true!!)
- 2. Robocop cos he's incredibly violent!
- 3. Judge Dredd he is the law!
- 4. The cast of 'Cop Rock' for being so absolutely bad!
- 5. Crockett & Tubbs for the suits.
- 6. PC McGarry (no. 452) for his theme song.
- Inspector Morse he's got a Geordie assistant to upstage.
- Taggart when we can understand his Scottish accent!
- 9. Cagney & Lacey All that realistic grit and drama
- 10. Kojak shiny bonce, or what?!
- 11. Starsky & Hutch for the wah-wah guitar during the car chases!
  - **12.** Officer Dibble (Top Cat) for being a catfancier.
    - 13. Police Commissioner Gordon for not spotting that Bruce Wayne is Batman (it's obvious, man!)
      - Batman (it's obvious, man!)

        14. Dirty Harry cos we feel lucky
      - 15. Sophie Lawrence cos she's not much cop

(Er... I think we ought to stop there! Ed)

Un althou sound as they - the develop behind the chas taken the

Unfortunately, although this sounds as spiffy as they come, Ice - the development team behind the conversion - has taken the basic idea from the arcade machine, and little else. The graphics in the

C64 version are but large and blocky lumps, the music is extremely repetitive, and the speed of the machine (it's major feature) has been lost somewhere on the San Franciscan highways.

Little of its sparklem remains, from the loss of the scenery to even the most basic on-road graphics (trams, etc.).

Imageworks would do everyone a favour if this was just quietly forgotten - if only such a major licence could be! ©

you have to complete each heat within the ever-present downward-sprialling time limit. Each heat is slightly different, with dock-side sections, average commonor-garden city road sections and leafy green sections with sharp corners.

The sharp corners are probably the edge that 'Cisco Heat has over its competitors. As part of a level is completed, a 90-degree twist in the road suddenly appears and you

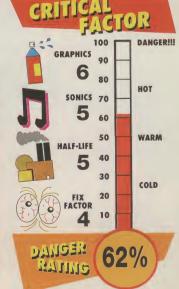


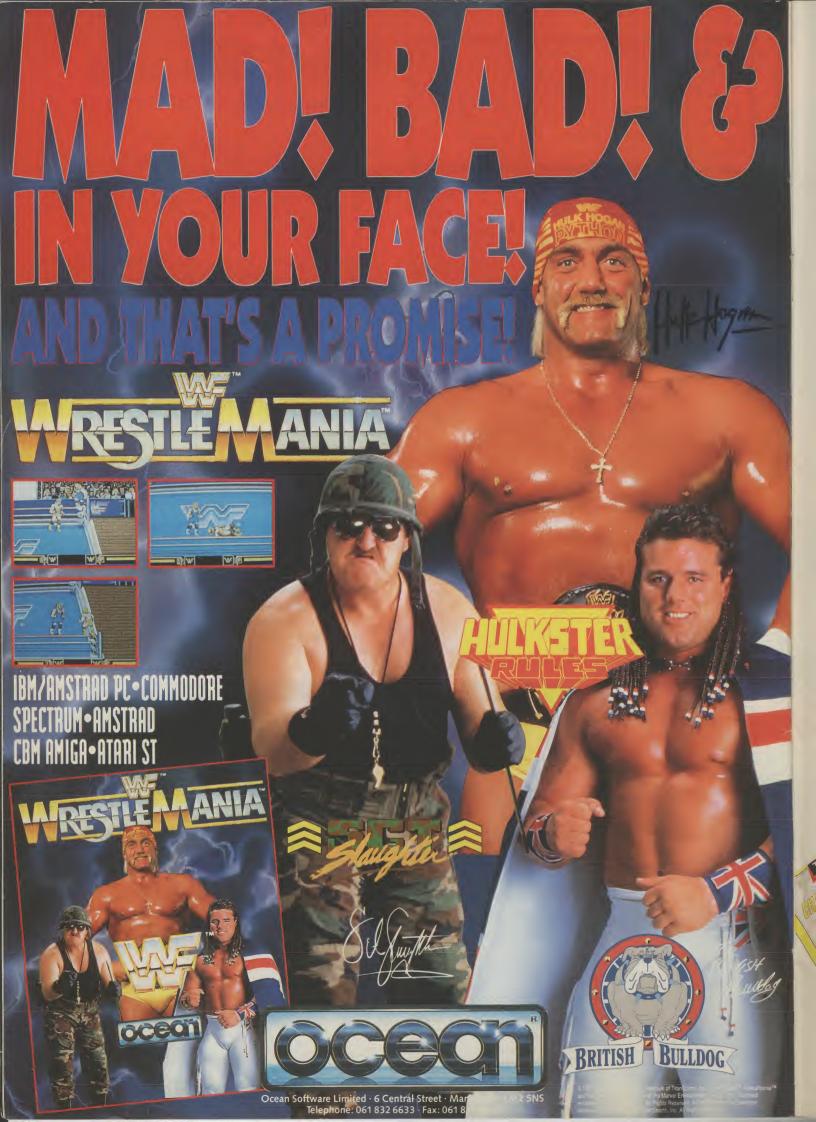
### TEN THINGS A COP SHOULD NEVER BE WITHOUT:

- 1. Radio
- 2. Notebook
- 3. Handcuffs
- 4. Whistle
- 5. Truncheon
- 6. Sensible, shiny, shoes
- 7. Uzi 9mm (Careful! Ed)
- 8. Signed photo of Sophie Lawrence

(Right, it's the dole office for you, matey! Ed)

☑ My God! It looks like amassive lift entrance has appeared next to the car, what could it be there for? Maybe it goes straight to Hades, the realm of Beelzebub himself. Truly this stretch of highway is the road to hell. Alternatively, it could be a bad tram graphic!





## B S t a r t

### WITH BEVY BABES

THE COLUMN
THAT'S
CHRISTMAS
EVERY DAY!!!



### LOOKING OUT FOR A HERO...

Christmas is a coming and the compilations are getting fat, so come and put a penny in Domark's hat - or else they'll send round a superhero to knock your block off!

Super Heroes is Domark's Chrimbo compilation offering that includes Indiana Jones, Last Ninja 2, The Spy Who Loved Me and Strider II, and, contrary to popular belief,

does not include Boots' macho after-shave - that's wot to get your Pops for Christmas. What you are guaranteed, though, is four quite spiffy games each containing a superhero.

This super compilation will cost £14.99 cassette and £19.99 disc and should be out in time for your Christmas stocking.



### MATCH OF THE DAY

Goal! Zeppelin has signed the rights to BBC's Match of The Day proggie.

It's long overdue since it was all the rage in the 80s on Saturday nights, along with Dallas (remember those good old days?), but nevertheless, it's got catchy music and Jimmy Hill is a right old character, annoying as he is!

We do know that the game will have both management and strategy

elements involved in it, with the newspaper and TV article format present, which is oh-so popular in games of this ilk. Good old Jimmy Hill will be giving his two-pennieth in the game and if they're going to pixelise his chin there won't be much room for anything else

game.
The
cassette
price will
be £10.99
and it'll be
out in
February.

in the



### WE ARE THE CHAMPIONS!!!

Tecmagik have certainly signed up a champion of a licence by announcing the official 1992 European Championships endorsement. You'll have to sit tight in front of your computer, though, until it's announced just who will be handling the C64 conversion, as Tecmagik

are only programming on the console,
whilst in hot negotiations for the home
computer versions.

Now, what we do know is that it will be a football game called Champions of Europe, which will hopefully be finished in time for the championships themselves - which start in Sweden next June with a flood of advertising and sponsorship.

Coca Cola, Canon,
Carlsberg, Fuji Film
and Phillips are
backing the event
and a cute bunny,
designed by Disney,
called Berni, will be the
official mascot.

### RONNIE ROLLS ON AND ON AND ON...

Virgin has announced Rolling Ronnie 2 just before the cheeky errand boy sets off on his skates for the first game!

For those of you not in the know, Our Ron is an errand boy and an under-cover agent for the Scotland Yard, who looks rather like a cross between a monkey and Ronald McDonald.

The plot for the second game hasn't been announced as yet, but expect a full review of the first splendid game next ish. If only the makers of Friday 13th would let us know so much in advance of their sequels... (Oh stop wingeing - Ed)



### CP'S TOP TEN STICKY GAMES - ENOUGH TO CLOGG ANY TAPE DECK

- Bubble Gum Bobble -Rainbird
- 2) Bun School 4 -Europress

- ) Golden Flapjaxe -Virgin
- 4) 3-D Construction Pritt-Stick - Domark
- 5) Super Glue Sprint Gremlin
- 6) Fudge Dredd Virgin
- 7) Weird Ice Creams -Rainbird
- 8) Jam Dare Virgin
- ) Kick Toffee Anco
- 10) Human Cherry Pie Filling Machine - Capcom



### OCEAN JUST WANTS TO HAVE FUN!

Carrying on from the enormous success of The Rainbow Collection, Ocean are hoping to find a pot of gold at the end by announcing another three collections of games on the Addicted To Fun label.

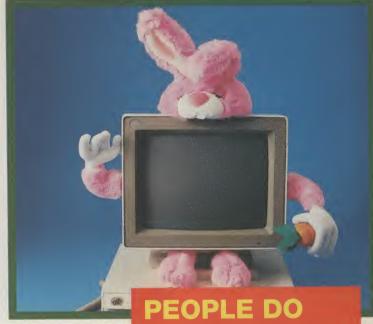
The first is a Ninja offering, which includes Double

The first is a Ninja offering, which includes Double Dragon, Shadow Warrior and Dragon Ninja - and promises to have enough meat-slapping sound effects and high kicks to keep any Karate fan happy.

to keep any Karate fan happy.

For the sporty ones among you, the mixture of Pro
Tennis Tour, Run The Gauntlet and "a football title" (yet to
be announced) is sure to get your sporty juices flowing.

Finally, "Too Hot to Handle" will include Golden Axe, Super Off Road Racer, Total Recall and Shadow Warrior - although, unfortunately, no mention of Kim Basinger or red not pokers. All three are now being pruned and fattened up for the Christmas shelves.





The Bunny Rabbit Critter, complete with his own carrot, is "the perfect gift for the executive who has everything", claims Critteral Computers. Err we don't think so old son. Bevy investigates....

Scene: Critteral Computers' high tech lab. Set in dense woodlands in Surbiton, Surrey. Bevy Babes, in her ever-so-inconspicuous fly costume, overhears the following conversation from the wall.

Lab Man 1: Ooooh that's a bit strange, what is it?

Lab Man 2: This is my new experiment to discover if a rabbit could swallow a whole monitor and hold a carrot at the same time

Lab Man 1: A Whole Monitor and a carrot - I don't believe it!

Lab Man 2: Yes it's easy! You just catch a cutesy wutesy fluffy bunny bun-buns, then ram its gob into the back of a monitor, stick it outside in the cold for a few days until it's completely comatose and stick a carrot in its hand.

MD of Critteral Computers: Oi lab man, can't you go out and catch any Turtles? It's coming up to Christmas you know.



every wish!

What do you think the new Blue Peter kittens should be called? I think the first should be called 'Images' and the other 'AVM' (my other company). You can never have too much publicity.

If time travel were for real, where would you zip off to?

I would pack my time machine with all the latest games and machines, zip back to 1982 and become the richest guy about. With perfect foresight on the games industry you could make a ton of money.

### **INFO FREAKO**

Karl Darren Jeffery is Managing Director at Images Software, the development team responsible for excellent games like Shadow Dancer, Back To The Future 2, Chips Challenge, Ninja Spirit and Beast Busters.

Karl and his pixie helpers are currently programming away on G-Loc -U S Gold's big 1992 release, but he managed to tear himself away to answer my ten stupid questions this month (with the aid of his team I hasten to add. Boo!)

### ♦ Which pop star do you think you resemble most?

Unfortunately, the only pop star that people have said I look like is Jason Donovan, which is sad because I think he is a total patsy.

Which part of a jelly baby do you bite first?

The Wheels (?).

### What's the most exotic thing you've ever done?

Whilst flying a hot-air balloon, over central Africa, I came across a lost tribe of female natives who forced me to be their leader for two years. They fed me on grapes and asses milk and met my

### Who or what do you think you were in another life?

I was probably the Pope, or something, because I am having such a good time in this life I must have done something right in the last one!

What's your favourite flavour opal fruit?

The red ones.

Which famous film star would you most like to be and why?
Richard Gere in Pretty Woman, because I don't half fancy Julia Roberts.

What's your favourite saying?
"Tomorrow Scumbag, or else!", usually heard when somebody has missed a deadline they agreed to (yet again).

When was the last time you told a lie and what was it about?

Er, in question 3, I don't eat grapes!

If you fancy yourself as an international software star, just send in your photo and telephone number and you might be the person picked to answer our reader profile questions starting soon. Write now to "Give me a call Bevy Babes", Commodore Power, Lime Lizard Publications, 24 Highbury Grove, London, N5 3EA

### THE THINGS WE DO **FOR LOVE!**



Scene: A Darkened room in Zeppelin Games Offices. One of their poor employees really picked the short straw didn't he? And he was chosen to pose as Rory Appleseed, the main character in their new game Titanic Blinky. Blinky II - set on the infamous Titantic goes on release at the end of November priced £3.99. This is how we saw the story!

Zepplin MD Brian Joblin: Lights, camera, hologram action !!!

Ghosty: Whooooooooo!!! Whoooooooo!!!

Zepplin Employee: Scream, scream aahhhhhhhhh!!! Oh my God, there's a scarey ghosty ghoulie, and it's sitting right next to me. It's about to eat me! Aah! And I've gone all goose-pimply. Ooh, my hair is standing on end. Ooh, my Nike T-shirt - which makes me look oh-so trendy - is all sweaty. Aah! Oh stop that Blinky look-aalike, it's going to get me... Help... Help... Help.

Flash - the PR shot is taken

Brian Jobling: Calm down, calm down, it's only a PR shot, no need to get THAT excited.

Zepplin Employee: Well, I was hoping you'd pop a few more pence into my wage packet for a good performance - anyroads I'm saving up for a Joe Bloggs

### нот GOSSIP

Short stories which are hotter than a Vindaloo and juicier than your average Jaffa!

### **LEMMINGS - THE TRUE** STORY

After much speculation, lots of rumours, hope and sheer gossip, the Lemmings saga is now history. I decided to telephone Psygnosis' Headquarters and find out once and for all.

Boo Hoo (and Horrible Poo), cos those cute little Lemmings - which caused havoc on the Amiga and ST, and more recently the Spectrum, will unfortunately

not be coming out on the good old C64! And that's official!

### THE BATTLE OF THE **GREEN BULGE**

Mindscape have finally given the Battletoads (NES's superheroes) a home. After starting life at Storm, battles have been fought, and now they're part of the Mindscape empire. Expect the C64 version sometime next year, but as of yet we don't know who will be programming it.

### **GREMLIN ON THE RIGHT** TRACK

Nigel Mansell has just secured a winner - and that'll be a first! Gremlin will be releasing a racing

П

### **\*ALL I WANT FOR** CHRISTMAS IS...\*

& A Lamborgini - Ken at Ocean

\* A Porsch or an MRII - Tammy at Domark

\* Lashings of alcohol - Ruth at Gremlin

\* A bit of snow, a tree that doesn't moult green needles turning the cat into something that looks like a mutant turtle, a really big Dizzy cuddly toy, and a Seymour cuddly toy too. Erm, a box of chocs, some swish new clothes, the new Kylie LP and

lots of new things said about the Dizzy compilation in Commodore Power -Richard at Codemasters (Hmmm we might be able to manage a **Sophie Lawrence** single - Ed)

# Lots of surprises, and a lorry load of Pampers nappies -Andrew at US Gold, who's wife is expecting Twins at **Christmas** (we think it's a PR stunt for Mega Twins!)

\* A Printer for my Apple Mac and the Christmas No 1 for Storm - Jim at Storm



O Sophie Lawrence - Chrimbo dream-girl of Richard Eddy and our own Jeff Davy!!!

\* "Ummm, I really don't know. No I just can't think" -Zeppelin's spokeslady (probably one of those zany board

# A house - CP's own Richard Taylor

\* Sophie Lawrence all to myself - Jeff Davy

# Good tidings and cheer, health and happiness and fairy lights that work, oh and about a million pounds would do nicely **Bevy Babes** 

Fly Fishing by J.R. Hartley and The Best of Foster & Allen -Rik Henderson

Two front teeth - Cameron Henderson (Rik's baby son)

### **5 THINGS THAT MAKES CHRISTMAS THAT BIT SPECIAL:**

- 1) Getting up at four in the morning and unwrapping all your pressies before your parents wake up.
- 2) Finding the coin in the Chrimbo pud lodged down the back of your little sister's throat!
- 3) Setting the fire alight before you go to bed on Christmas Eve, in the hope that Santa will come down the chimney and ignite his beard.
- 4) Spiking the mince pies and brady that you leave for Santa with some heinous drugs - and watching dad wander round talking about pixies on Christmas day. 5) Eating loads of nuts and selling your puke to blind

people as peanut-butter!

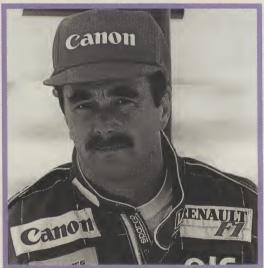


funnily enough licensed by our Nige, which is brilliant

news but it will be Gremlin's last game on the C64.

Expect a great game though with plenty of last lap mishaps!





### PALACE INTO RUBBER?

We all thought Palace were a bit kinky when we saw the packaging of Barbarian, but when I heard they were releasing a game entitled Hot Rubber, my thoughts were confirmed...Until it turned out to be a motorcycle game!

The game, which will include all the leaning to and fro and gear changing you'd expect in a motorcycle racing game, has the unique feature of allowing a 2-player option, which has never before been done. It'll be out on the roads in November. Leather jackets not included.

### THIS BEAT IS, THIS BEAT IS, THIS BEAT IS NOT **MASTERTRONIC**

Virgin have re-named and relaunched their budget brand. It's now called "Tronix"instead of Mastertronic - a trifle more trendy, eh?

The first titles, with a £3.99 price tag, will be Double Dragon, Silkworm, Gemini Wings, Xenon, Continental Circus, Shinobi, and Double Dragon II.

### **000-EEEE CHIRPIE** CHIRPIE, CHEAP, CHEAP!

There's a lorra lorra great budget games to save your pennies for to while-away the snowy days (or even sunny ones) cos they're so damn

good. U S Gold's budget brand, Kixx, is about to release some hot games which were once chart topping Rainbow Arts releases.

•

•

•

They'll kick off with Turrican, and X-Out. Plus. watch out for Turbo Outrun - US Gold's oldie.

What a line-up, what games, coo and what a price, all for £3.99!

The Codies have also announced another string of releases in the run-up to Chrimbo (As if they need all this PR. What with Vic Reeves doing his bit for

Murray Mouse in Mouse Mania is a flip-screen arcade adventure and introduces a new character to the Codies toy-cupboard, priced at £3.99.

£9.99 will buy you the Codie's Chrimbo Compilation, "The Cartoon Collection" - which includes Seymour At The Movies, CJ's Elephant Antics, Slightly Magic, Spike in Transylvania, and Dizzy!

Finally, from Zeppelin, Sleepwalker, F1 Tornado, Int. 5-a-side, and Phileas Fogg's Balloon Battles will be available in time for your Christmas stockings at £3.99.

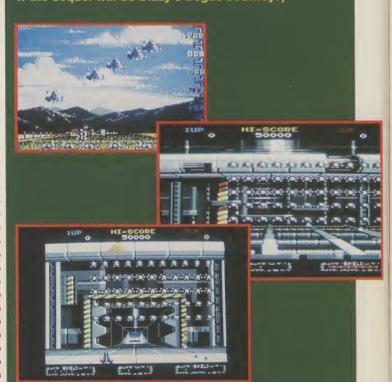
And how could you forget their Christmas biggie, The Neighbours Game... Altogether now: Neighbours da de da de da, **Everybody Loves Good** Neighbours... (Er, I think you'd better stop now or else some music lover might come artound and beat you about the head and body with a jolly large stick. Failing that, I will -Ed.)

### **THANGS TO COME**



DIZZY'S EXCELLENT ADVENTURES - CODEMASTERS Umm, isn't that a bit of a Bill 'n' Ted rip off?

Anyway - it's a compilation featuring three brand new Dizzy games and two past classics:- Spellbound Dizzy, Dizzy: Prince of the Yolk Folk, Dizzy Down the Rapids, Kwik Snax. and Panic Dizzy . Wow! All for £9.99 - it's enough to make anyone Dizzy! (I wonder if the sequel will be Dizzy's Bogus Journey?)



SUPER SPACE INVADERS - DOMARK Blip-Blop-Ping. Domark's Space Invaders sure looks Super.The grease from the chip shops, from whence those kind of Invaders emerge,d has certainly done something, cos they're bigger and meaner than ever in Domark's Taito conversion. Watch out for the invasion this Christmas!





How do we rate games? (If anybody says "badly" they'll be shot in the particulars!)

**The Critical Factor** 

This is a little tool (oo-er) that shows you, in a very brief and easy to understand form, what the reviewer's overall feeling about the game was.

The four 'icons' are marked out of 10, and the overall score is a percentage (i.e. out of 100):

**Graphics** - How good are they? Are they hee-uge, or miniscopic?

**Sonics** - What's the sound like? How effective are the, er, effects?

Half-Life - How long will that game last? Will you still be playing it when you're old and grey?

Fix Factor - Does that game grab you from the off? Or does it just leave you as bemused as a fish in a square bowl?

**DANGER RATING** - The reviewer's overall feeling about the game in a few easy digits.



The Power
Packed
Logo
Any games that
get over 85%
are so
particularly

splendid that they deserve our **POWER PACKED** special accolade for particularly splendid games!

### **THE SCORES**

00 - 25: This game is, quite uncatagorically, crap to the nth degree!26 -50: Although still crap, this game has a few features that the reviewer liked.

51 - 70: A distinctly average affair.71 - 84: A good game, but not great!

85 - 99: A truly excellent game, well worth the wonga!

100: The dog's nadges!!!



The other day a strange professor came into the CP offices with a perculiar machine tucked under his arm. "This machine," he said, "will send you into a deep sleep, and analyse your dreams!" Always good for a laugh Rik stepped up first...

Rik
Henderson
Rik lay on
the office
couch and
had strange
probes

attached to his head, after a few brief minutes he was well on his way to the land of nod. The machine was then hooked up to the C64 monitor so that the rest of the crew could see what he was dreaming.

Firstly there was just a blurry haze until they could make out... a football pitch. Rik was kitted out in the colours of Liverpool Footy Club and he was dribbling the ball around all the famous names in soccer, past and present. When he got to the goal, the goalkeeper started growing and filled the whole football pitch... Rik then woke up.

The doctor scribbled down on a pad and told Rik that he was afraid to reach his goals, and if he wanted to succeed he'd have to something about his final commitments. Rik muttered something about having to do something about interfering old quacks and wandered off.



Gardner
"I'll go next!"
Enthused
Beverly, and
she too was
strapped into

the machine. The monitor, once the haze had gone, showed a scene of frolicking bunnies, bouncing and playing gaifully in the sunshine. The fields were a lovely shade of green and the flowers sang a sweet tune of how they were so glad to be flowers.

The doctor woke Beverly

up immediately, "Er, I think this could get dangerous!" He said.

"What? for me?" Asked the cheerful News Ed.

"No! For the rest of us, I think we're all going to throw up!!!"



Richard Taylor "Look, man..." said Richard, "...I hope this machine is

ozone friendly!" The doctor assured him it was and quickly tied him down before he could ask any more hippy-like questions.

Suddenly the monitor went a funny shade of purple, and strange Far Eastern music drifted out of a smokey background. Sitting in the middle of a wobbly green floor was Jimi Hendrix, playing the bagpipes with his bottom. "Hello," chirped Richard's voice, "am I in Nirvana?"

"Er, no! You're actually in a small service station outside Birmingham," said Hendrix, and he started to force-feed Richard with a mixture of crisps, sausages and a multi-tude of raw, red meat.

"Aaaaarrrrgggghhhh!" went Richard, as he woke up, "What a nightmare!!!"



Jeff Davy
"I don't have
to do this,
you know?
I'm an
Editor!" said
Jeff as he slid

into a horizontal position. The probes were hooked up and Jeff drifted off...

...Strange Swedish music wafted around an extremely blurry bedroom. Two large,

blond haired women, whose mouths moved at different times to when the sound came out, wandered around, slowly taking their clothes off. One of them approached the dog sitting in the corner and...

...The doctor quickly shook Jeff awake, whose mouth was still smiling from ear to ear, "Er, I think that'll do!" He said.

The rest of the team cried out with disappointed, and Jeff disappeared to the toilet.



Jason Miller
Jason
stepped up
with nervous
anticipation
and then tried

to make a
break for it. The rest
of the team gave chase,
grabbed him and forcibly
thrust him onto the couch...

...The haze cleared and Jason was standing on top of an extremely high Spanish steeple. His face was distorted by an insane grin and a small 'baa-ing' sound was heard from being his back. Suddenly, he revealed the baby goat of which he was holding and chucked it off the top of the Cathederal.

The goat plummetted towards the ground and there was an almighty bang...

...As the dream machine blew up, and Jason ran around screaming with his hair bellowing flames. He fell into a heap on the floor and rolled about, trying to extinguish his head...

...And he woke up, with a start, to thunderous laughter, as the rest of the team pointed at the monitor and made much mirth at his 'onscreen' demise. "Bah!" Said Jason, and he brushed down his dancing togs, ready to go to a 'wicked rave.





Dear P.A. I'd like to ask you a few questions: 1) Do you think that

you look anything like Freddy Mercury? (I think you do!) 2) Will you be putting your cassettes in boxes? Zzap does, and so does Commodore Format, why don't you? I think us readers should have a vote!

3) Will Shadow of the Beast ever be converted to tape? 4) Do you think that the game

Valhalla is one of the best games around? (I do!)

5) Could you tell me where I could find the game Mercenary?

6) Are there more games on the Spectrum or the Commodore?

I bet I can beat any of the team at IK! James Turone, Waltham Cross, Herts

PA: This letter was sent in to YC magazine - the title I worked on before when Rik and Jeff ran the mag, but a lot of it is relevant for CP

aswell. Oh well, here's the answers to your questions

1) Somebody else said that I looked like the lead singer of Rock super-group Queen once, so I hacked his head off with a teaspoon! Let's ask everybody around the office to see if they think I do: Rik: Er, is that gun loaded?

○ Freddy Mercury.



O Post Apocalypse er, see they anything like

Um, no I don't!!! Jeff: No, no, no, no, can I change my underwear? Beverly (the funky news editor): Nope, not at all, I think you look just like that sweet swimming star from

yesteryear, Duncan Goodhew! (Brakka! Brakka! Brakka!)

2) Aha, the old box debate again - see the answer to the next letter!!!

3) Hang on a sec. I'll just get

into my Acme amateur's Time Travel machine, zip forward in time and ask somebody in a computer shop if it's happened yet: Me: (Zzzzzooooommmmm!!!) Er. hello? Er, is there anybody there? Why's it all black? Oh bugger this! (Zzzzzooooommmmm!!!) Um, it looks like bad news for human life on this planet as we know it, I'm afraid! Er, I'd better not say what happens - it will only lead to bad things to prepare you before

The lights are dimmed and a

stage area:

vour host for

POST

voice booms from the extremely large speakers dotted around the

"And now, here's

tonight... The posty with the mosty... The maniacal mailman himself... The fifth horseman of the apocalypse...

APOCALYPSE!!!" Swaggering onto

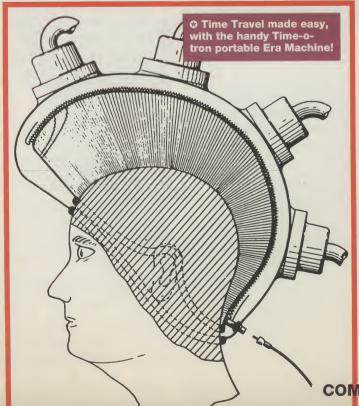
the stage is a grinning mad-man with large, illegal firearms and a black leather flared

suit. His teeth glisten as he guns down the entire audience!!!

It also looks like there's no cassette version of SOTB,

4) Valhalla may have been one of the best games around in 1986, but its about as good as stepping in a pile of horse poo nowadays! 5) Probably hanging around street corners getting up to no good! Either that, or try the budgie section of your computer store, it's only just been re-released! 6) It depends on what type of game you're after! If you want a load of games with crap graphics, poor gameplay, and take an epoc to load, the Speccy wins hands down!!!

By the way, you may be able to beat the team at International Karate, but they'd be also able to beat you senseless with big sticks, so I'd keep well away from them until they've been taken off the medication.







**Dear Post Apocalypse** I'm only writing a short letter but I've

been living in Germany for 3 years, and I started to read this fab mag about 6 months ago (YC, he's talking about -PA). I recently moved to England and I noticed how all the other mags have cases for their tapes (what Woman's Own too? Crikey! PA) but you haven't - why's this?

I know that your mag is a measly 25p cheaper, but it can't cost 25p for a bit of plastic (and I think you should have at least one decent demo on your fab

Just one more thing, I think your posters are fab (like that word, do you? PA). Geoff Miles, Didcot, Oxon PS. Has the Commodore 65 come out yet? PPS. I've heard a lot about it!

PPPS. Will we be able to use C64 tapes on the C65? PA: Right, that's it!!!

One more letter about the tape and l'II go on flamethrower frenzy! As you can see Commodore Power

isn't only different because it wipes the floor with every other C64 magazine including the now defunct YC - it also has a rather trendy, and definitely better than any old placky box, slip-case that the tape goes in. So that's enough whining, or I'll get angry!!!

As for the C65, Commodore is keeping it very close to its chest for the time being, keep reading these pages for any updates.



**Dear Sir** Could you help me

with a game called The Double for the

C64? I can't seem to do any better than finish near the bottom of Division 3, or I go bankrupt after a few seasons. Also, I can't just throw it in a corner because I'm addicted to it. Please help me, or I'll

### C LETTA OF DA MUNF C



Commodore **Power** When I heard that

vou were to release a new magazine for the C64 computer I immediately thought, "Oh no, not another one!"

Now I've had a short time to think about it, I have a few damands on what you should include to warrant my hard-earned money:

1) Arcade coverage - we do like to see what the next computer game will be. 2) More than two games on

the tape.

3) Loads of competitions most magazines of this sort only have one or two a month!

4) Large news coverage.

If you manage to do these, it might be worth

Paul Booth, Feltham

PA: Cor, you must be on the same wavelength as the Power team, cos Commodore everything you've mentioned is in this

issue (either that or they've seen your letter previously and ripped off your ideas).

Similarly, if anybody has any more ideas to be copied drop me a line, and you'll win a game or two!

more than likely go mad!!! Ian Aird, Hartlepool

PA: The best help I can offer is to advise you v to go and get serious medical attention. Addiction is a terrible thing, and addiction to The

Double will only lead you to become a rather sad and completely uninteresting person - you can kick it if you try, we'll all help you!



Hiya P.A. I've just read YC for the first time and the first page I

turned to was this page. Post Apocalypse is really rad (I know! I know! That's why you now find this glorious section gracing the world's best C64 magazine! PA).

Well, let's get on with it (it's okay, you can pander my ego a while longer if you like! PA), I've got a few questions: 1) When (and if) is the release date for WWF?

2) Is Escape from Colditz any good? If so, where can I get

3) Is Oils Wells any good? If so, where can I get it? Richard Burgess, Warrington, Chesire

> PA: Here's a few answers then: (1) WWF is released this Chrimbo (around now, actually), and boo yah to you for being

such a sceptic!

2) We don't know, we've never seen it! You can get all manner of nasty diseases from the back streets of Bangkok - is that what you

3) Er, what the hell is Oils

Right, that's yer lot, so send whatever winges, moans, grouches, grumbles, mumbles, gripes, and snipes (or even more glorious praise) to:

### POST APOCALYPSE, COMMODORE POWER, 24 HIGHBURY GROVE, LONDON, N5 3EA

And you could be in with a chance of grabbing some prime goodies or other wonderous things from the posty post-bag!!!

### POST APOCALYPSE'S AD BREAK

Act 1

Scene: Post Apocalypse has run out of coffee, so he pops next door to get some.

Cast: Post Apocalypse, the doorbell, a rather wellbred woman.

PA: Damn! I seem to have run out of coffee, I'd better pop next door and get some.

Doorbell: Bring! Woman: Hello, can I help you?

PA: Yes, I, er, seem to have run out of coffee, could I borrow some of yours?

Woman: Certainly, why don't you come in for a

PA: Don't mind if I do!

Act 2

Scene: Inside the wellbred woman's flat.

Woman: I'll just go and make some! Hang on a

second and... make yourself more comfortable! PA: Hmmm? Woman (after she disappears into the kitchen): Gurgle, gurgle, ppphhhh, chhhh, gurgle (and other sounds that are obviously coming from the woman gathering spit in the back of her throat, but almost sounding like a coffee percolator). PA: I wonder how long she's going to be?

Act 3

Scene: Posty has been waiting for ten minutes after the woman has stopped making the noises, and she still hasn't come out of the kitchen, so he wanders in.

PA: Oh dear, it seems as if the woman from this fine establishment was not making noises reminiscent of a coffee percolator, but was instead choking to death on a coffee bean lodged in the back of her throat - what bad luck, eh?

### THE NO. 1 ARCADE COIN-OP HIT.



## wheels of 5teel!

Sizzling like a freshly-grilled kipper on your breakfast plate, it's numero ono in our issuely tape series. Four complete games for your enjoyment and delectation, all on the space of one tape. People don't call us "incredibly generous Commodore Power magazine" for nothing. Actually, I don't seem to recall anyone calling us that at all...

### Nexus Prism

Columbia's quite a popular travel destination, especially if you're off to rescue friends

who've been kidnapped by operatives of evil drugs rings. Your mission, after you penetrate

the enemy's massive HQ, is to find and free your friend and to collect 128 pieces of information, edit them so that they make sense, and then transmit them from the transmission room so they can be sent to your newspaper, The Clarion. Or you could just find your pal, cause a major security alert and try to leave but that may end up with your firm termination at the hands of drug barons' minions.

The 128 pieces of info will confirm 32 rumours. They are:

**1.** The name of the drug officer behind the operation.

2. Where are the drugs produced?

3. The name of the Columbian front organisation?

4. The name of the chief scientist involved?

5. The name of the construction company

who built the complex?
6. The communications

frequency the ring use?
7. How many people are employed by the ring?

8. How do the ring's leaders enter and exit the complex?

9. Where does the ring train its personnel?

**10.** The name of the ring's elite guards?

**11.** The name of their commander?

12. How are the drugs

disguised for shipment?

**13.** The name of the politician who fronts the US operation?

**14.** The name of the US front operation?

**15.** Which country is used as a staging

post?
16. What transport is used to get

the drugs into the US?

17. Where are the drugs stored in the US?

18. Are the drugs sent to other

countries?

**19.** Who finances the operation?

**20.** The ring makes money. What is it used for?

21. Who supplies the ring with arms?

**22.** How many prisoners does the ring hold?

23. There are rumours of torture. Can you confirm the methods used?

**24.** Name the Nexus member rumoured to be a double

agent.

25. Name the rival newspaper investigating the

story.
26. Which sexurity force has infiltrated the ring?

27. Was the Miami police chief murdered by the

28. What is the level of monthly drugs production?

29. Time and date of next shipment?
30. Contact name

for next shipment? **31.** Where is the



shipment being delivered? 32. Street value of next shipment?

You're helped in your mission by members of NEXUS, a shadowy organisation that has infiltrated the ring and who'll help you out with weapons and the like. One of them will meet you at the start of the game.

The screen shows the play area at the top, underneath is a text window for instructions and other stuff, then the radar (people are light blocks, dark blocks are doors and lifts), the arrows are indicator lights (they show the direction of a contact person or place), then there are character windows to help you identify **NEXUS** members and opponents, under that is an ID icon and finally the large display area which flashes up the map and the menu.

The menu is quite corkingly useful. It is from there that you arm yourself, choose movement, select 'special skills',consult screen displays & options and such.

Other information you'll need is that:

**1.** Pushing up on the joystick searches something.

2. You don't die when hit but will be captured or sent to hospital.

**3.** The red terminals are for editing, blue terminals show personnel and black terminals are for transmission of finished information.

4. You escape the same way as you came in. •



### CONTROLS

Joystick only!!!

### Street Machine Prism



You're part of an eight car race to the death (or such like), hrough a

twisting landscape of road, obstacles and, er, lots of tarmac-side trees - all over three stages.

What separates this above-view road-racing classic is the ability to attempt to fix your car if you prang it. This you do by attempting to reduce all the damage readings (one for each car part, over two screens) to below 79% before an inexorable time limit runs out.

Your handling (oo-er) at all points will depend upon road conditions and the behavious of the other cars.

### CONTROLS

Joystick or keyboard

Fire/Space - Stop Demo Up/N - Accelerate Fire/B - Brake Down/M - Reverse Left/Z - Left Right/X - Right



### Frosty the Snowman Richard Taylor



Yup, it's true!
The geeser
who writes
reviews on
other
peoples'
games writes his

games writes his own! This one's a seasonal

offering about Frosty, a snowman who has to help Santa get the presents from his grotto or the kids'll get nothing on Christmas day!

Basically, Frosty must run from screen to screen, leaping over pits and obstacles and collecting presents at the other end. Then he has to bring them back to (purple-bearded) Santa!

In the other half of the screen is a competitive Frosty, who is doing just the same thing. This is controlled by another player (two players, eh, value for money).

You can also collect the snowflakes for extra points. ♀

### **CONTROLS**

Joystick only!!!

## (Perils of) Bear George Kevin Williams



This is certainly a cult classic, although its author

will be the last

to admit it!

George is a bear (surprise!) who has to stock up for and then survive hibernation, for he lives in the mountains and this is the sort of thing that has to be done for a mountain winter.

In the first section, George must eat as many apples as he possibly can as they drop from the tree. The apples come in three waves, green, yellow and red (as the year draws on) and George is not helped by the blasted squirrels who concuss him by dropping nuts on his head!

Then it's off to the mountain slope and manic skiers stand between George and his cave. You must bypass the skiers and the holes in the snow. You also have to move pretty fast or the zoo truck will arrive to cart you away.

Finally it's into the cave, where the spiders are out in force and they're not friendly. Avoid 'em, basically.

Happy hibernation! \*\*O

**TIP:** We hear that if George scoffs too many apples, he explodes!

### CONTROLS

Joystick only!!!



### If you have any problems...

Hard luck!

No, but seriously, if after you've checked your

Datasette's heads and tried loading some other games you
still can't get this tape to load; put it in an envelope and send
it to:

'Commodore Power Tape 1 Returns'
Ablex Audio/Video Limited
Harcourt
Halesfield 14
Telford
TF7 4QR
England

(and so forth, but you get the picture, eh?!)

Make sure you send it in a strong envelope or jiffy bag and they'll send you a new one back again!



## COMMAND

### **POWER INFO**

Supplier: Price: Availability: Ocean £14.99 Cart Out now!!! When we gave this game to *Richard Taylor*, he wondered if it was a game about the Parish Council of a small village near Hastings. We told him that it was a crap joke and ordered him to bally well get on with it!

SQULATION

64 before.

I have always liked this type of game, ever since I played Battle Zone in the arcades many dark and

stormy years ago. ALthough similar in some ways, no-one has ever tried this kind of thing on the

It has solid vector graphics for a start and, don't worry, all the speed is there to make it more playable. Maybe somebody was inspired

after seeing Incentive's 3D Construction Kit. To start with,

you must arm your tank to the teeth from a fine selection of weaponry kindly offered to you. This ranges from the essential 'get out of my way, asshole' megamulti-purpose indiscriminate 100mm shell repeater, to the finely-accurate and elegant radar-guided missiles.

These are quite good fun, as you get a 'missile-eye' view, so you can guide it towards the target.

Once you have armed up, it's off to select a mision. These are fundamentally simple; "blow up so-and-so"

boats and other tanks, though.

For your aid, a map of the area can be displayed at any time, with all relevant targets highlighted.

On the whole, this is real joystick-wrenching fun but is, unfortunately, let down by a few design flaws. For instance, sometimes you die without really knowing why, which can be annoying.

This Christmas looks like being a good one for 64 gamers, with some very impressive releases from

Ocean. This, along with Smash TV, would really make my Christmas morning (as would four crates of Holsten Pils and half a metric tonne of peanuts). ©



THE CP GUIDE ON HOW TO CAMOUFLAGE YOURSELF:

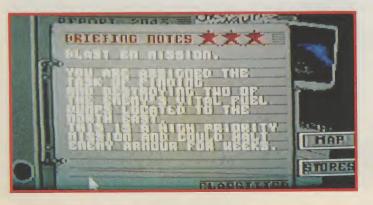
Take one jar of Marmite and smear it over your face. Then pick various pieces of foliage from your garden and wear them in your hair. Now you'll be able to walk unnoticed, blending in with the scenery!

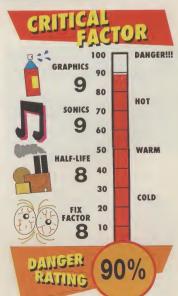
but when 200 other tanks are trying to blow you up, not to mention gun pods, mines and other nasties, it becomes quite difficult.

These are varied, with ones like "destroy this building" and "disable (ho, ho!) this train" and so on. Plenty to choose from.

I don't think I actually completed a mission - as I said, they are difficult! The initial approach of blow everything up that get's in your way, although great fun, doesn't usually get the mission completed.

A more tactical method is required. It's so tempting to waste all you ammo on a convoy of supply vehicles,







- Four ultra-sensitive fire buttons
- Ergonomically designed control handle for supreme comfort
- Auto-fire function
   Heavy duty base with strong stabilising
- suction cups +2/+3 selector connector
- 8 directional control
   Automatic centering
- High impact robust body
   Compatible with Sinclair Spectrum +2/+3, Commodore, Atari and Amstrad computers and video game systems.
- Sega Master Series version
- . ONLY £9.99



### STAR PROBE

- Four ultra-sensitive microswitched fire buttons
- Ergonomically designed custom control handle for supreme comfort
- Auto-fire function
   Indestructible metal shaft
- Ultra-light 8 directional microswitched control
- Heavy duty base with strong stabilising suction cups
  • +2/+3 selector connector
- Automatic centering
- High impact robust body
   Compatible with Sinclair Spectrum +2/+3, Commodore, Atari and Amstrad computers and video game systems.

### . ONLY £14.99

### MACH I

- Four ultra-sensitive fire buttons
- Ergonomically designed control handle for supreme comfort
- Auto-fire function
- Indestructible metal shaft
- Ultra-light 8 directional microswitched
- Heavy duty base with strong stabilising suction cups
- Automatic centering
- High impact robust body
   Compatible with Commodore, Atari and Amstrad computers and video game systems
- . ONLY £12.99



### **EXTERMINATOR**

- Two ultra-sensitive fire buttons
   Ergonomically designed control handle
- 8 directional control
- Automatic centering
- Heavy duty base with strong stabilising suction cups
- High impact robust bodyCompatible with Commodore, Atari and Amstrad computers and video game
- . ONLY £6.99



### **TURBO FIGHTER**

- Ergonomically designed for supreme
- comfort
   2 ultra-sensitive fire buttons
- Heavy duty base with strong stabilising suction cups
- Robust clamp for secure desktop mounting
- 8 directional control
- Automatic centering
- High impact rugged body
   'X' and 'Y' axis trim controls
   Additional Joystick B 'Y' axis control (for PC users only)
- Analogue to digital converter included for compatibility with PCs as well as Amiga, C64, Atari ST, Amstrad CPC etc.
- . ONLY £49.99



### CHEETAH





- Ergonomically designed body for supreme comfort
- Suitable for right or left hand • 2 ultra-sensitive microswitched fire
- Auto-fire function 8 directional microswitched control
- Indestructible metal shaft
- +2/+3 selector connector

THE NEW GENERATION

IN JOYSTICK TECHNOLOGY

- Compatible with Sinclair Spectrum +2/+3, Commodore, Atari and Amstrad ters and video game systems.
- . ONLY £14.99
- Older computers may require interfaces and/or adaptors not included.
   Prices include VAT, postage and
  - packaging. Dealer enquiries welcome
  - Cheetah products available from branches of



**CURRYS** SUPERSTORE

Dixons

Harrods WHSMITH

John Menzies

Tandy Toysaus

High Street stores and all good computer

### THE TORTOISE

- Three ultra-sensitive fire buttons
  Ergonomically evolved control shell
- Automatic centering
   Heavy duty body with strong stabilising suction feet
- 8 directional movement
- Cage sold separately
  Versions include ZX Spectrum, I6K, 48K 128K, (interface sold separately), +2, +3, C64, Amstrad, Atari, Sega and Nintendo.
- . ONLY £9.99

All specifications and prices subject to change



CHEETAH INTERNATIONAL LTD Cheetah House, Bedwas Business Park, Bedwas, Gwent NPI 8DU Tel: 0222 – 867777 Fax: 0222 – 865575

Every program written by a mathematician who has spent many years in the betting industry. Programs that utilise the tried and trusted methods of the professional, not pie in the sky theories that fail to pass the test of time

**FOOTBALL BOXFORM** Written by a former pools expert for Littlewoods. The program has forecast over 50% more draws than would be expected by chance. Homes, aways and draws shown in order of merit and true odds given for every match. Men't tables show at a glance the teams currently in form and those having a sean spell. Australian Pools program included in the price.

SUPER PLANNER by the same author. full details given of OVER 400 ENTRIES covering up SUPER PLANMER by the same author. full details given of OVER 400 ENTRIES covering up to 57 selections. Includes SINGLE AND MULTIPLE antries of LIT PLANS 1, 2, 9, 25, 27, 28, 29, 47, 48, 49, 50, 79, 80, 81, 82, 83, 84, 96,100, 200, 837, B38, B39, B49, B50, B54, 858, B59, B145, B180, V-Plans 20, 42, 43, 44, 83, 84, 85, 87. TIP TOP 10 & 15, EXPRESS 35 & 38, MAIL 60, 75, E, P, MIRROR 1 & 8, FULL PERMS 8 from 9 to 8 from 14. All FULLY CHECKED in seconds by your computer. Not just the highest scoring but ALL POSSIBLE WINNING LINES.

POOLS PLANNER Similar to above but covering block permutations using Littlewoods standard quarantee blocks.

RACING BOXFORM Course characteristics (built into the program) as well as the form of the horses are considered in speedily producing an order of merit for each race. Designed for flexibility allowing users to amend the program if they wish. Price still includes the highly acclaimed HANDICAP WINNER - more than 1000 winners every year - over 25% of them at 5/1 or better.

PUNTERS PARTNER Works out almost any bet...doubles, trebles and accumulators including mixed stakes, yankee, Canadian, Heinz, Golath, patent, union jack, up & down (if cash bets, single & double stakes, round robins, rounders, roundabouts, round the clock, Win or each way. Covers non-runners, rule 4, dead heats. Versatile multiple odds calculator for fixed odds bets and the lines required for any full perm you're likely to meet

PRICES. (Tape) £16.95 each. £25.95 any two. £34.95 any three. For disks please add £2 per program.

SPECIAL OFFERS FOOTBALL BOXFORM, RACING BOXFORM & PUNTERS PARTNER... £27.95 TAPE, £31.95 DISK

FOOTBALL TOOL KIT Football Boxform, Super Planner, Pools Planner, Punters Partner ...£30 TAPE, £35 DISK

RACING TOOL KIT Racing Boxform, Punters Partner plus 4 further programs which enable you to keep your own records or produce and amend form and time ratings...£33 TAPE, £38

BOTH THE ABOVE KITS... 255 YAPE, 262 DISK.



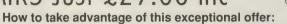
Advertised for six years in the sporting and computer press BOXoft CLEVER...GET THE BEST

Please make cheques or Postal orders payable to BOXOFT (CP) 65 Allans Meadow, Neston, South Wirral L64 9SQ Tel: 061-336 2668

CPC CMD 64/128 **PCW** SPECTRUMS

### VISA

### COMMODORE C64 REPAIRS Just £29.00 inc

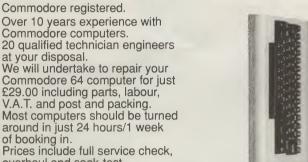


Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (If possible, please include a daytime telephone number and fault description).

\* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair).

WTS Electronics Ltd, Studio Master House, Chaul End Lane, Luton, Beds LU4 8EZ (0582) 491949 - (4 lines)



overhaul and soak-test. Power supplies replaced if necessary. All repairs covered by a 90 day warranty.

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming. Also works in BASIC-ROM, KERNAL and I/O

"MONEY WELL SPENT"

### ...i's dynamite! 'AMAZING ARRAY OF Z PRACTICAL USER PRACTICAL USER PRIENDLY FUNCTIONS'Z ZZAP! FOR YOUR CONHODORE \* TOTAL BACKUP TAPE & DISK TURBO TRIED AND TESTED OVER 100,000 SOLD IN EUROPE On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen. CONTINUE - Allows you to return to your program. BASIC - Return to BASIC - Not for pages or infinite lives. A powerful BASIC-Toolkit (Additional helpful BASIC RESET TOTAL commands) that considerably simplifies programming and debugging. The toolkit commands can be used in your programs. Not for pokes or infinite lives – Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by BACKUP The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port. It will print all Commodore characters on Epson and compatible printers. The printer-interface has a variety of set-up passibilities. It can produce HARDCOPY of screens not only on Serial printers (MPSB01, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc). The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphes are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing. DISK Using POWER CARTRIDGE you can load up to 6 times faster from disk. These disk commands are used in your own program only. RESET ALL TOTAL BACKUP HARDCOPY At any moment, prints out a At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program. Takes you into the Machine language Monitor. TAPE TOOL Using POWER CARTRIDGE you can work many times faster with your data recorder. These tape commands are used in your own MONITOR YOU WILL WONDER HOW YOU EVER MANAGED

42 page manual "dammed good handbook" CCI Jan 90

Bitcom Devices Ltd does not authorise or purport to authorise the making by any means or for any purpose whatsoever of copies or adaptions of copyright works or other protected material, and users of the Power Cartridge must obtain the necessary prior consent for the making of such copies or adaptions from all copyright and other right owners concerned. See UK Copyright, Designs & Patents Act 1968.

**Bitcon Devices Ltd** 

Bitcon Devices Ltd. 88 BEWICK ROAD GATESHEAD TYNE AND WEAR NE8 1RS ENGLAND.

WITHOUT IT

TEL: 091 490 1975 and 091 490 1919
FAX: 091 490 1918
To order: Access/Visa welcome – Cheques or P/O
payable to BDL.
UK orders add £1.20 post/pack total – £18.50
incl. V.A.T. Europe orders add £2.50. Overseas add £3.50-TRADE AND EXPORT ENQUIRIES WELCOME



## TURILES

"Mum, have you got any of that green toothpaste with the frog-like killing machines on the front?" "No Richard, you'll have to make do with Colgate!" "But mum, I can't rub Colgate on me face and run 'round shouting 'Cowabunga' now, can I?" Rik Henderson, er, dips his head in a bowl of green food colouring and casts a glance at Mirrorsoft's biggy part two...

TRAFT.

I have one question and one question alone. How do the turtles go to the toilet if they haven't got any bottoms?

And to think, all that pizza would have to go



© Aargh! Goose-stepping turtles I can do without!!!

somewhere, wouldn't it? So that's what their shells are made of! COWADUNGA!!!

Mirrorsoft was quite pleased with the way the first Turtles game sold (even though it was a pile of turtle shells, know what I mean?). So pleased, in fact, that we're

so pleased, in fact

to be dealt another slice of the bandwagon pizza, and boy are we impressed! I always thought, when I saw the first game, why was it a conversion of the Nintendo console version, and not the incredibly cool coin-op that I spent an entire Arcade Show in 1990 playing? The answer to

this is that it seems to have set it all up quite nicely for the launch of the coin-op conversion this time.

All the turtles are here again, but

OTHER
AMAZING
IDEAS FOR
TEENAGE
MUTANT
THINGIES

### Teenage

Mutant Ninja Girdles

Four hopeless Marks and Spencers employees turn into rampaging, mutated superheroes after being irradiated in the lingerie section.

### **Teenage Mutant Binger Turtles**

Four extremely large 'weight-watching' turtles decide to throw caution to the wind and break their

### **POWER INFO**

Supplier: Price:

Availability:

Imageworks £10.99 Tape, £14.99 Disk Out now!!!

only get to play one at a time (unless you've got a friend to help out - it's got a dual player mode don'tcha know?) and it's a horizontallyscrolling beat-em-up instead of a platformy

arcade/adventure type thing. There are

tonnes of moves
that can be made, and each Turtle has a different weapon to use in the battle against

evil.

Evil is, er, evil in the disguise of Shredder (again), and he's kidnapped April (again) and Splinter. You must rescue them by battling his hordes of

diets when they eat some radioactive slimline salad dressing.

### Teenage Mutant Gary Birtles

The 70s Nottingham
Forest soccer star gains
amazing super-powers
when he is bitten by a pair
of glowing sideburns.

### Crispy Crouton Ninja Turtles

Four amazing hero amphibians find all their plans for a third film are scuppered when they fall into a Knor Soup-in-acup.

(Er, this is very silly, you're fired! Ed)

meanies, and don't expect this to be a walk down the sewers like the first game. It's all good beat-em-up stuff - loads of baddies to munch and tonnes of onlookers to impress with your handy joystick tomfoolery.

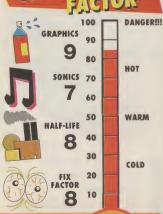
Probe is the development team that has handled the project and if you want to ride the bandwagon one last time

before it rolls off into the sunset, at least it's assured that you'll enjoy yourself while you're

chugging along... this time!



CRITICAL



RAIING 85%



## GVCL.

### **POWER INFO**

Supplier: Price:

Accolade £15.99 Tape, £17.99 Disk

Availability:

Out nowish!!!

It's tight buttocks time, as *Rik Henderson* is sat astride a throbbing mean machine with the sort of horse power horses can only dream about.



I feel the need, the need for, er, sitting on a wheeled office chair and zooming

'round shouting, "get out of my way you pillocks, I'm a death's angel from Hell and I don't take passengers!" After which I normally need to have a jolly good lie down and a cup of warm Bovril.

Fortunately (for the other people in the CP office) Accolade has finally released The Cycles, a game that I can focus my pent up motorbike maniacal tendencies on. The unfortunate side of it, though,

is that it takes so long to load on cassette that I usually turn to whizzing around on my chair anyway (and end up squishing the office cat against the wall).

The Cycles is long overdue (I remember seeing it on other formats over a year ago), and is one of Accolade's last ever original C64 releases (it's compilations from now on,

chums). It features all the sorts of things that made Accolade THE sport sim

kings of the late
Eighties,
but
seems to be
an obvious
last fling in a

last fling in a market not favoured by the company.

It offers you the chance to either throw yourself

around a race track on a shiny new bike just the once, or take part in a championship season, and once you've waited for yonks

once you've waited for yonks a few options will come your way.

Firstly, you can choose what level you wish to participate at from Beginner (for those sorts of wimps you normaly only see down the train station trying desperately to

get a chocolate bar
out of one of
those machines), to
Complete Nutter (for
those who wish to
remain in traction
for the rest of their

Your next choice is what class of bike you'd like to race with, and your final



O It really was the pits you know. I as cand I noted to the rozzer that it had aid.

the track selected.
... Brief moany winge
break. It may seem as if I'm
being a teensy-

qualifying round to load for

choice is whether you can be

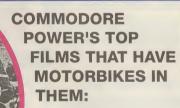
stuffed to wait for the

GEAR S SPEED 075

weensy bit cruel
here, but it's
obvious to me
that Cycles
was only
ever
intended to
be on disk,
and if
you've got a
disk drive the
whole affair is
brill, superb,
spiffy, fantastic,

and other superlatives, if not, forget it! Oh well, back to the review...

The racing section itself is quite reasonable, in fact it resembles the driving sections of Test Drive and Test Drive 2 (also, spookily, by Accolade), and they were quite decent as it goes. It also keeps well away from the throwaway arcadey style



- 1) Quadrophenia
- 2) The Wild One
- 3) Easy Rider
- 4) Rebel Without A Cause
- 5) Top Gun
- 6) An Officer and a

Gentleman

7) I Bought A Vampire Motorcycle (a classic!)

- 8) Grease 2
- 9) The Great Escape
- **10)** Dougal and the Blue Cat (Are you sure? Ed)



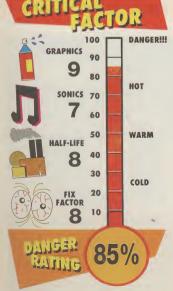




of the Outrun trilogy, and other similar driving games.

Instead you're treated to first person perspective (say "oooo"), and a pixelised representation of the 'dashboard' of your bike

### **DISK VERSION**



(there's also a pair of crappily drawn hands, but that doesn't really matter, I suppose!).

The other racers (there's nine in total), will be lined up at the start with you, and you have to beat them all to get Championship points. They all have different styles, and you'll have to study them to make sure you can pass them with little difficulty - and hopefully with your legs still intact.

It moves at a pretty decent speed too, and there's even other obstacles like tunnels. There's a pit stop, and unless you're on crappy easy level you'll have to visit it when you've spent a spot of time off the track - it wrecks your bike don't ya know!

There's also an extra panel at the top of the screen that allows you to see who's coming up from behind, so you can use your 'I'm a spoilt brat, and I'm gonna weave and bob in front of you, naah!!!' tactics (particularly satisfying when you're out in front, not so when you're trailing in tenth place).

The Cycles is a pretty decent game, on disk, and a pretty crap one on tape. Its real problem is that it doesn't just load one section after another, you have to find certain parts of the tape at certain times - big problemo.

The game is the same, but unless you've got the patience of a king-size tortoise it'd be better to stick to something a little less realistic but a darn-sight more fun to play. •

### TAPE VERSION

### DANGER!!! 100 GRAPHICS 9 80 HOT SONICS 70 7 60 50 WARM HALF-LIFE 40 30 COLD 20 FACTOR 22% KATING

### JAWS

Fishing for something to do, *Richard Taylor* dived towards this. On a scale of one to ten, though, he probably wishes he haddock (That's a rubbish joke, you're fired! Ed)



Oh dear.
Another
terrible
person has
decided to try
and take over
the world with

creatures and other strange characters.

Once you get far enough, you arrive on land, where you encounter the likes of batwomen, robot guards and battle tanks. All this put on

> just for you. How touching!

You must walk through these bases, simply shooting everything that moves. Sounds great in theory, but

in practice this proves to be a bit tedious since the control isn't very good, the graphics are a bit sluggish and it looks like it was written in a hurry.

It could have been a good game otherwise but as it stands it is not something that I would buy - and if I found it in my stocking, I would find old Father Christmas and shove it up his bottom.

We didn't really get on, me and this game! •



than ever.

This time Madame Q
(didn't I see here number in a
Kensington call box?) has
decided to build up an army
of genetic mutants in her
underwater laboratory.
Apparently, "you have been
despatched to infiltrate her
defences and thwart her
insane plans". By the powers
of the holy toenail, this is

an ever more dastardly plan

You start by swimming underwater to reach her base. During this, you are attacked from all directions by her evil henchpeople (or hench-things), who are obsessed with killing you.

surely an awesome task.

Luckily, however, you are armed with a harpoon gun (phew!) and you can pick up even more powerful weapons on the way, such as an Uzi, flamethrower and superseeker.

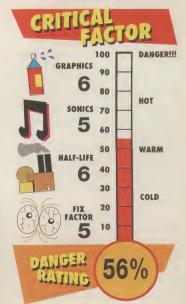
During these scenes you will encounter 'punkers', sharks, piranha, Manta-

### **POWER INFO**

Supplier: Price:

Domark £10.99 Tape, £14.99 Disk

Availability: Out nowish!!!



### STIPLE COMPUTER GAME

The land may be war torn and ravaged, but we send *Rik Henderson* to have a look at Accolade's battle-orientated board game anyway.

### **POWER INFO**

Supplier: Price:

Accolade £15.99 Tape, £17.99 Disk Out nowish!!!

Availability:

Stratego is one of those board games that you always put on your

Chrimbo list,

but your Granny refuses to get it for you because it looks like there might be a spot of violence in it - It must rank alongside Risk and Diplomacy on that score - and she buys you a chess board and pieces instead. Well, yah boo Granny, we've finally got our mitts on Stratego anyway, and it's a bit like, er, chess.

The game, although it looks quite difficult, is actually simple in theory. You take control of an army (a bit like chess really), in a paintball style environment - ie. you're given a flag to defend, and you have to strategically try to capture your opponent's flag at the other end of the board.

It's not just strategy though, 'cause when the game starts, all your opponent's pieces (including his flag) are turned over out of your view, and it's also a question of trial and error, and an incredible memory, to make sure you choose the right pieces to attack. "What the hell is he on about?" You all cry in unison. You have to attack them, see, otherwise you'll not be able to get to the flag.

You wander about the board, moving your men all over the gaff and trying to find the flag, whilst preventing the opponent grabbing yours. If neither team is able to do so, the first

team who cannot move in any one turn at all will lose.

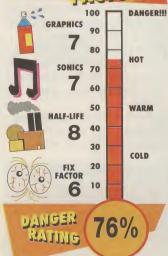
There are different styles of board to play on, even though they all have the same restrictions, and there's more options than a Weight-Watcher's diet. You can play in single game or tournament mode, and there's loads of computer skill levels to muck about with too. You can even get a friend along to murder.

Stratego is a game I've hoped to dabble with for a long time now, having never actually been given it at Christmas, and now I have I'm pretty impressed.

The game takes an awful lot of patience though, and unless you're the sort of person that feels it's worth while waiting for a stiff challenge Stratego, on the C64, is definitely your kind of game. If not, you'll only end up bored (board, geddit?). ©



### CRITICAL



## out 100 k

B

### **POWER INFO**

Supplier: Price:

Impulze £10.99 Tape, £14.99 Disk Out nowish!!!

Availability:

I've never seen the cartoon that this is

apparently

based on and, after seeing this game, I don't know if I really

want to. Was it my aching

head that made this appear rather tedious? Who knows. I haven't played it since.

Strange idea behind this. Guide several sewer-dwelling creatures through

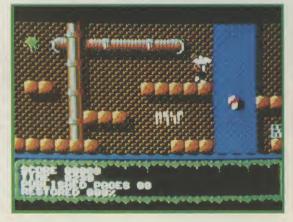
(ahem) sewers, to collect pieces of of paper so that they can created their cosmic comic. What time is it? Oh dear...

The editor, Loud Bruise,

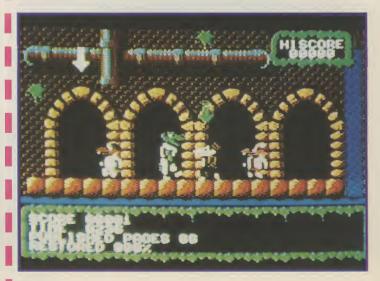
sends out you and fine selection of other sewer peeps to sort this out. Ok, so what does this mean?

Select a creature from the title screen and take him into the sewer. You are then presented with a scrolling Son of Blagger-type platform game. Jump around until you find a piece of paper and then... I don't know. I kept dying - it's quite tricky.

Comic sctrips can be entered, such as Little Miss



Muffet, in which you have to get to the end of the strip. If you do this, then John Potato's news-round comes up and you go to the selection screen again. Never



Now it's 4.45 and time for Round the **Bend! Starring Commodore Power's** very own cartoon staff writer, Richard Taylor.



really understood that one!

Also included is Pzycho the Magnificent, David Colemole, Tommy and his Amazing Time-Travelling **Trousers and Cosmic** Comprehensive (Have you been taking those funny tablets again, Richard? Ed)

These all appear in a mini comic supplied with the game. Some are quite amusing.

Throughout the game, the graphics are quite reasonable. The main characters are quite well animated and the backgrounds are, well, OK. Unfortunately, the sound is average and the music uninspiring.

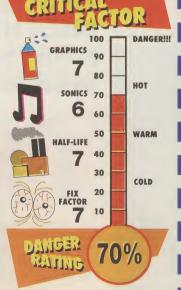
As for the concept, in all fairness the company have



tried for something out of the norm. Although it is similar to a few games in the past.

This isn't anything I would really recommend without your seeing it first, but if you're a fan of the TV programme, it may appeal.

I could think of worse games to find in my Christmas stocking. O



"Commodore Power calling Moon Unit 1" crackled the radio next to Jason Miller, but he was far off, dreaming of lunar domination.

### **POWER INFO**

Supplier: Price:

£10.99 Tape, £14.99 Disk

**Availability:** 

Out now!!!

You achieve your end by driving around, Mercenarystyle, trying to find things, interact with them, make cash and solve puzzles. It's presented in a rather un-filled 3D vector style and actually moves rather well and looks



There was once a time when going abroad

lying on the beach and looking at those beauties in bikinis was the ideal vacation. Everybody was happy until new technology improved so rapidly that it took everyone by surprize. Men going into space and landing on the moon. f'rinstance.

What! Jason, are you suggesting we go to the moon for a vacation? Don't worry! Gravity still

exsists uo there and the moon isn't hurling towards the earth at a high velocity like some might worry!

This simulation is rather splendid in all departments -



quite good, although the game is very confusing at first and

> undeniably difficult to get into. Still, once engrossed, and I did, "Moonfall" is a real blinder of a simulation and

great fun to play

with hours of

enjoyment wrapped up inside its unassuming packaging. O

the aim of is to... wait for it... make enough profit to buy the whole moon and become the supreme leader.

A crazy concept, or what? Since the moon is like a pizza without pepperoni: plain and boring with not a lot going for



COMMODORE POWER © 25





Instead of relying on his reindeer and pixies to help him deliver the pressies this year, Santa has asked us if we'd be able to help him distribute good tidings (and a few excellent gifts) to all. Firstly, Rik will be climbing down chimneys in the Northern hemisphere, leaving presents for small children, and Jeff will drink all the brandy and eat the mince-pies (Er, I think I've got the wrong job! Rik).

Similarly, in order that we get to each and every one of our readers, we've managed to convince Santa (and his pixie-like software companies) to give us prizes for a special Chrimbo compo...

### 12 DOMARK PACKS 'A-BULGING'

First to leap out of Santa's sack are 12 packs full of goodies for all Domark's Christmas games. They may, or may not, contain every Domark goodie you could possibly ever want. What they definitely will contain, though, is a spiffy Super Space Invaders poster, a cracking Domark key-ring and some pretty-damn-good Pitfighter stickers. And you could win one of these, if you play your cards right (Er, wrong competition! Ed).

### 5 JOYSTICKS 'WAGGLING'

We've also got some joysticks with a difference. A Manta Ray may sound like something out of Gerry 'Thunderbirds' Anderson's fevered mind but they're

actually rather interestingly-moulded joysticks. In fact, those people who've been away on obscure mid-Ocean islands would hardly recognise them as joysticks! Either way - they're great. So there. So win one.

### 3 CODE MASTERS' DIZZY CLOCKS 'A-TICKING'

Finally (and splendidly), Codemasters have designed new clocks, designed to fit snugly onto your kitchen wall or indeed anywhere you choose to hang them. On each clock is a portrait of the Codies' top performer, Dizzy (just to make you appreciate what you're

getting, this clock could have had Vic Reeves and the none-too-attractive Wonder Stuff on it. Thankfully, however, it has our little computer friend Dizzy the egg. And we've got three of them!

### 5 DIGITAL MARKETING INTERNATIONAL PACKS, ER, 'PACKING'

DMI have kindly donated 5 dynamic packs of goodies. Inside each bundle of fun is a poster featuring P.P. Hammer, the cute guy with the Pneumatic drill, plus a copy of their tear-your-hair-out jewel-removing classic Gem-X and The Power, the game based on the Snap! song (!). These puzzle games will have you thinking for hours. Actually, we're sure that you clever people with have it figured out in no time.

### 10 BONANZA BROTHERS T-SHIRTS, UM, 'T-SHIRTING'

One of the most important things to people today is how they look, so why not hope for this prize - to win one of ten T-shirts and be the best-looking person around your school/office/house/asylum. You probably want to know what is on the T-shirt; Well, it's, the

Bonanza Brothers, Mobo and Robo, who are starring (as everybody knows) in a new game from U.S. Gold of the same name. Definitely something all your friends will envy.

## BESACK

### 10 DOUBLE DRAGON III SWEATSHIRTS AND EXTREMELY LARGE POSTERS 'A-COVERING' (You or your wall)

1

Of course, with the weather likely during a normal British winter, a T-Shirt (no matter how sexy) may not be enough to keep you warm on your journeys outside (or if the heating breaks down!). So, Storm - the bods responsible for the particularly fine smack-'em-up Double Dragon III - are offering 10 sweatshirts to

clothe your cold forms. On them are the game's logo plus pictures of the game's two famous street-rucking gentlemen. The posters have much the same on them but, unlike normal, run-of-the-mill posters, they're heeeeeee-uuuuuge! You'd better have a mighty large wall!



Now, how to win these wonderful prizes? The way to do it (as Mr Punch might say) is to answer the 5 multiple-choice questions below and post us a postcard with your answers

We'll keep
drawing prizes out of
the post sack until
either a) we get tired
or b) there are no
prizes left. The first
12 cards to be pulled
out of the hat will win
the amazing Domark
packs, the next 5 entries
will be the lucky ones to
get the DMI packs, the following

10 people will get the Bonanza brothers T-shirts, then the Manta Ray joysticks will go to the next 5 people. Then, 10 people will get the Double Dragon III sweatshirts and postes and, finally, the last 3 will get a Codies Dizzy clock. Hurrah!

And here they are, our incredibly difficult Chrimbotide questions:

- 1. Where does Santa live?
- a) Greenland
- b) Mars
- c) Cheltenham
- d) The North Pole
- 2. Is Rudolph...
- a) a red-backed salmon?

- b) a splendid name for a tin of Spam?
- c) the red-nosed reindeer?
- d) a footballer who starred for Nottingham Forest in the 70's?
- 3. Which one of these is not a religious festival?
- a) Hallowe'en
- b) Christmas
- c) Ramadan
- d) Easter
- 4. What would you not expect to have in a traditional christmas dinner?
- a) Plum pudding
- b) Bruce Forsyth's toupee
- c) Sage and onion stuffing
- d) Turkey
- 5. Which one of these is not a Christmas song?
- a) Mistletoe and wine
- b) White Christmas
- c) Nights in white satin
- d) Little St. Nick

So send your answers on a postcard (with your name and address on as well as ours!) to:

'Santa's rather large Sack'
'Commodore Power'
24 Highbury grove
London
N5 3EA

Make sure your entries are in by **February 1st** or you will have put your stocking up in vain. And the Editors' decision is final.



## HUDSON HAVE

Somehow Bert Budgie wouldn't have been quite such a glamourous film name for Bruce 'Bald' Willis to star in, now would it? Jeff Davy ponders this question and others (and lifts a few precious stones into the bargain - like Keith Richards, for instance).

### **POWER INFO**

Supplier: Price:

Ocean £10.99 Tape,

Availability:

£14.99 Disk Out\_now!!!

Look, you'd better appreciate this, 'cos it's 3.30 in the morning and I'm reviewing a game

based on a film with Bruce Willis in it. I suppose you could say I'm Moonlighting (snort!). Er, sorry!

Bruce Willis' new employers have got horse problems, and we're not talking about Cybil Shepherd (arf!). Their dilemma revolves around the removal of the 'Sforza' - honest! - horse sculpture by one Leonardo Da Vinci.

Old Da Vinci was quite an artist in his day, a bit like Tony Hart or Rolf Harris but with a bit more street cred. I mean, 200 years on from now you're hardly likely to see original Tony Hart 'patterns on a large piece of paper which I drove over on a bicycle' going for large cash at auction. But I digress.

Either way it's a horse that's worth a few bob and it's your mish to get it back. This you do in a style very reminiscent of Super Mario



Land, a well-popular
Nintendo game. Over ten
level-sections, too. You start
off outside a house
and have to work
your way in,
avoiding dogs
and solving
puzzles.

Inside,
there's
security
systems,
guards, more
puzzles and so
on. And there's
poor Hudson, armed
only with his wits and a

supply of particularly soft balls.

Level two brings you the opportunity to fish Leonardo's

sketch pad (the 'Codex') from another well-guarded hidey-hole - the Halls of the Vatican, no less, whilst level three (yes, alright, we'll admit that we didn't hat farl) takes us to

get that far!) takes us to Leonardo's castle to find a mirrored crystal.

These later two seem even more implausible than the first, quite frankly. I mean, Da Vinci didn't have enough coinage to rub together when he was alive to buy a castle, surely!

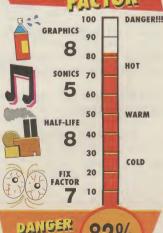
Either way, this platform game - although it is well disguised as a sort-of action game - is rather fine. The graphics, although small and simple, have a very console/cartoon feel to them. It's like a Nintendo game, from the way he skitters across the floor to the way he jumps.

The puzzles are pretty nifty, too. They'll take some time to crack. It's all a matter of thinking about it and using the available resources. Mind-bending really.

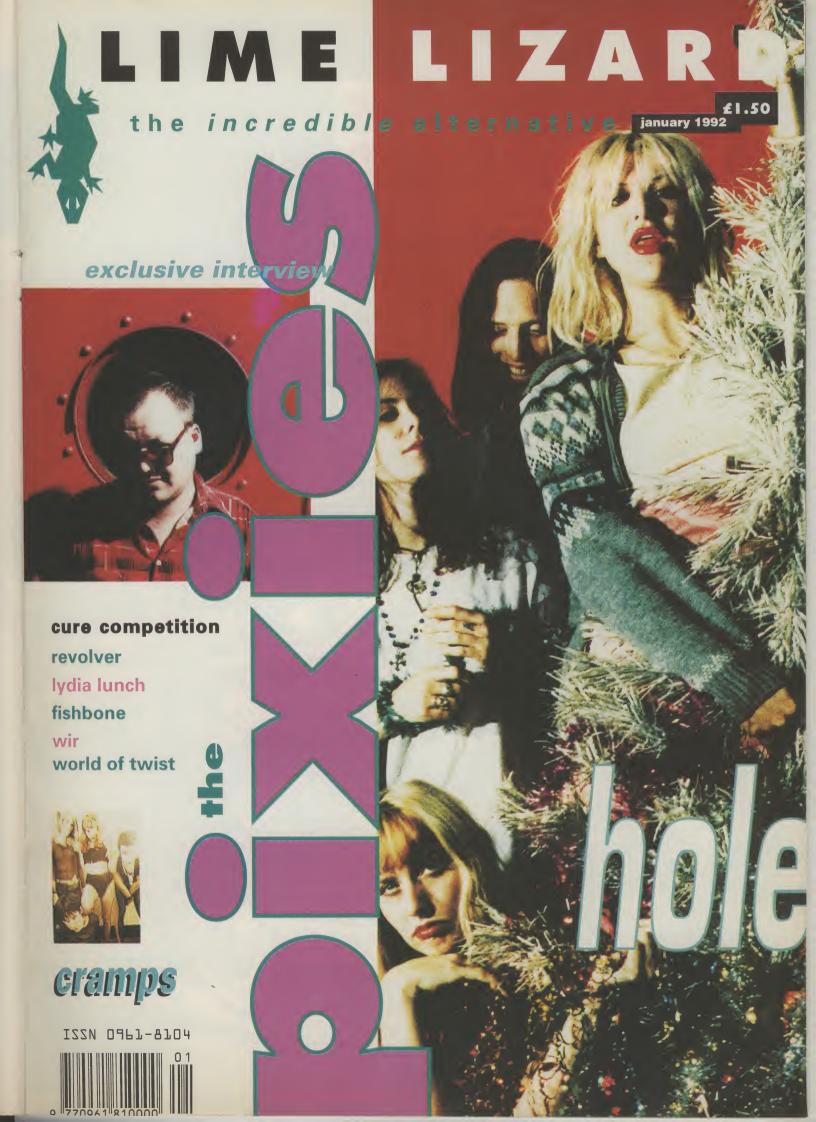
So toddle off and buy this if you fancy a good action puzzler. It's worth a close look.

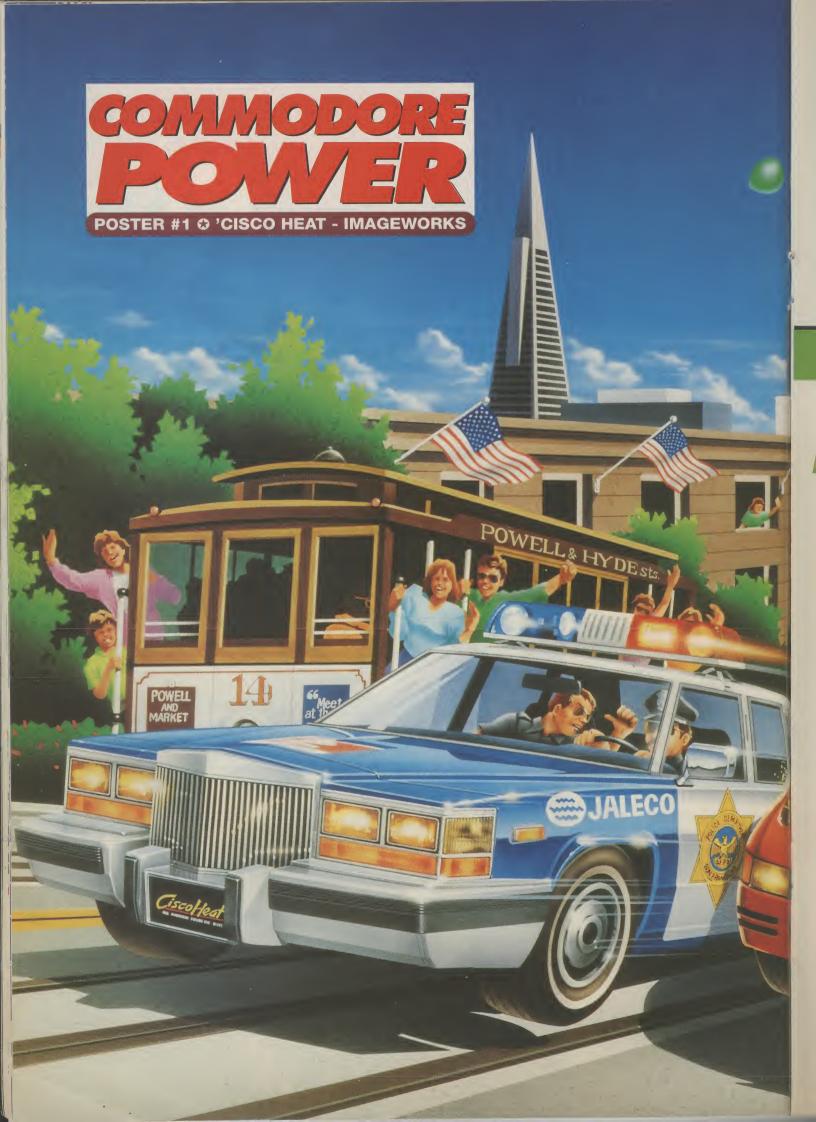
© Coo... Look at that lovely yellow bird. So finely preened and looking a fine specimin - this isn't a budgie game, though!

### GRITICAL FACTOR



KATING







## THE GUIDE



Bill and Ted's Bogus Journey FILMS

Frank and Walters, Ratcat, The

Family Cat, Moonflowers,



Charlatans, System 7, Pele, Music Corner, The Senseless Popguns, Daisy Chainsaw, Things



Akira, BBC Videos, 60's TV, Story, Comedy Corner, Mr. Strangely-Dull's Weekend Dances With Wolves, L.A. Music Vids, King Ralph, VIDEO



COMICS

Top Ten Comics, Comic Reviews

## CONTRIBUTORS:

Dave Hughes, Chris Hughes, Rik Henderson, Jeff Davy, Mr. Strangely-Dull, Pete Collard, Steve Double

YOUR SPLENDID GUIDE TO: MUSIC & FILM & VIDEO & SPORT & COMICS & TELEVISION

They're completely

hatstand!

Gambaccini are the patrons of Top Ten Comics you realise assured that when you note that Jonathan Ross and Paul perfectly formed, comic shop. Its history is a bit short, cause it hasn't been around for long, but you can rest n the heart of London's West End lies a small, but that it's bound to have something special.

Hewlett, were there signing anything that was thrust upon On the day that the Big Thrills crew popped along, pop them. During this chaos Zoe, the manager of Top Ten, maniacs The Senseless Things, and art guru Jamie gave us some of her precious time...

even though mindless." 'And I like he's a bit **Punisher** How did it all I used to start? Work at don't treat their 丘 cause it was big, and they didn't like it comic shop in the West (Forbidden that much End) and I Planet another

yeh, that'll be cool'. So here would say, "no, no! We're a whenever we wanted to do they (JR and PG) asked me customers very nicely. And big company." And when to come and run a comic anything interesting they shop for them, I thought

How did you get to be asked to do it?

3 Jamie Hewlett puffing on a ciggie. Don't try this at

home kids!!!

flashest shop!

them from Forbidden Planet, and because I used to be Because I used to know nice to customers.

### Why is the shop called 'Top Ten Comics'?

stopped doing that, but we'll exhibit our top ten comics in gonna have all the indies Although the top ten at the Because, technically, we moment is all X-Men, Xthe window every week. be doing pretty soon an adults top ten, which is Force, etc., so we've

we do sell a lot - like Eightball, and we do sell a all the stuff that of, because indepenlot of

The

C Zoe of Top Ten!

(2)

specific dents. What

features make different to other Top Ten

Er, because we are all under interesting signings like The the age of 25, which makes of graphic novels, and have aimed at people in our ageshops. Which makes this a group. We try to stock lots Jamie, and we've got the 'happening' comic shop a nice change in comic Senseless Things, and comic shops?

And I like The Punisher even cause he's a cosmic chap. though he's a bit mindless. And he's really interesting. work, he's a brilliant artist. you can't get most of his the famous. Even though Also, The Silver Surfer



### Have you got any other signings lined up?

still in the planning so I can't more bands. We've also got an art exhibition coming up. talk about them yet, though characters. It's really smart Bronze sculpture, which is really expensive, but it's of Aliens and Rogue Trooper, Yes, but most of them are they should involve some /know, like really serious pronze sculpture by a real and other 2000AD sculptor.

## What's your favourite

really like Robert Crumb

SLAND WORLD VIDEO £10.99

is in a bit of Neo-Tokyo again - with devastating bother. The government, 2019 and and the force that is Akira is in danger of being unleashed yet vou see, have been

are the best in the world detailed plots, and more ength cartoon (over two hours in reality), and as such would probably be However, the Japanese Akira is a featureoverlooked by most action-movie buffs. at animation, and eature extreme

could possibly imagine, all of which make for a speed blurs than you rather adult cartoon.



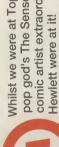
To explain Akira in downrightly addictive doesn't help anybody Cadanger, cadanger! "Tetsumo?" Thwack! turns out to be.

comics that this movie's based on, prepare to be

Boom! "Wait for me!!!")

The sequel to the most nonheinous 'Bill and Ted's

SIGNED BY THE BAND AND JAMIE WIN!!! A SENSELESS THINGS LP HEWLETT!



pop god's The Senseless Things and Whilst we were at Top Ten Comics, comic artist extraordinaire Jamie

Courtesy of Top Ten

Comics, hurrah!

signed, and gave it to us for a lucky reader to anything they could get their hands on - so Zoe, manager at Top Ten, bought a copy of "At what?", I hear you say. their new LP, Got It At The Delmar, had it Signing records, T-shirts and

dream, dream, dream) tell us which character from Deadline Jamie Hewlett is most famous All you have to do is (dre-ee-ee-eem, Thrills, Commodore Power, 24 Highbury for sketching, and send your postcard to: Tanks for the memories compo, Big Grove, London N5 3EA.

The closing date is February 1st 1992.

Z C

## BOGUS JOURNEY

•••••••••••



You will recall that in number Excellent Adventure' is here! one, Bill and Ted (played by

their history exam. In the course dead dude") so they could pass Alex Winter and Keanu Reeves) dudes (like Napoleon: a "short press-ganging great historical of which, everyone picked up phone box from the future, travelled through time in a the dudes drop-dead-hip

get a break for their rock band Wyld Stallyns. Zapping forward As part two dawns, we find based on Bill and Ted culture; the excellent dudes trying to two lookalike robots are sent we see dissent in a society language.

back to polish off the aspiring rocksters, ruin their lives and lose them their girlfriends.

'melvin' him thoroughly to, well, and Ted do die and go to hell. The main part is that Bill They meet with death and that would be spoiling it.

the first, is full of most excellent Suffice it to say that the film is possibly even funnier than Bill and Ted antics and will, we're sure, be a huge humourous hit.

Most totally non-non-nonnon-non-heinous!



# FRANK & WALTERS

## THEY'RE AS MAD AS THE MARCH HARE!!!

sandwiches short only released two and trotted out to they were several few months even stop Chart City!" minor megastars in the space of a and Niall (Guitar) City, Ireland, got same street and come from Cork their name from who lived in the discovered that interview them. And, after we'd shouted: "Next Bass & vocals) though they've records! At Big **Ashley (Drums)** of a full picnic if you get the The Frank and Walters - Paul two "nutters" have become drift), it went brilliant and humourous) **Thrills**, we thus...

Paul: They're all about things that nappened to us and people What are your generally about? Vrics

What are your favourite Ashley: Orangey-purple Niall: Orangey-maroon P: Brown colours?

shop called Leaders in Cork They keep all the stuff from picked them out for us in a brown stage costumes? Where did you get your matching orange and P: A Frank and Walter the 70's and sell it to farmers.

N: It's good stuff, though. Hard wearing!

Do you have any computers?

never-ending game?! And Nintendo. I played 'Super how do you get over the Mario Brothers'. Is it a dragon on Stage 8? N: I got a loan of a

Would you do a computer game soundtrack? A: We'd love to! What would you put on a A: Cabbage and custard! **N:** I'd put pizza on it! (Er, right! - BT Ed) P: Ice cream! pizza?

What's the bizarrest thing Turkish sheep-herdsman on that's ever happened? A: I was attacked by a the way up to a gig in Camden Town!

we meet. The weirdest are

probably about the Frank

and Walters themselves.

through the skylight of the N: And this guy was trying to commit suicide, he fell gymn we were playing in and landed on a bouncy What would you have in P: Noah's Ark, Spencer Walters stage-show? the ideal Frank and Tracy...

N: Skydivers, elephants... A: Glen Miller and his Big Band!

W: Turkish sheep-herdsman! P: A tribe of circus horses...

Where would you like to play?

N: Whilst skydiving! A: Underwater. P: The moon.

Who would you most like A; Glen Miller and his Big Sesame Street, or Kermit N: Ernie or Bert from to meet? the Frog. Band!

were a wild animal, which N: A Ostrich and an pigeon If the Frank and Walters Yes, that is exactly what P: A giraffe, 'cos they're dopey-looking. I think one would they be? they're the closest. A: A eagle. they said!)

And which fluffy animal?

P: A dog, or a Morris Minor. sleep all day and party all N: Guinea pig - 'cos they 4: A Koala Bear.

down the back of your What would you find P: Bing Crosby! sofa?

A: Glen Miller and his Big

Band!

What's your favourite

N: Porridge and vodka! breakfast cereal? A: Common-sense. P: Semolina!

A: Hamlet, 'cos he was the What's your worst fear? Prince of Denmark! P: Fear itself. N: The dark.

can fly anyway. I was stung

by a eagle and gained the

gift of flight!

world can't do without me. A: It wouldn't matter, 'cos

N: I'd say I was a genius,

gifted guitarist and the

down, what would be your balloon and it was going If you were in a hot air excuse for not getting P: I'd say I was light chucked out? anyway.

P: You don't have to work

being in a band?

A: And you get loads of

and you enjoy it.

women - so we're told.

What do you like about

N: You can sleep all day AND all night! What would you be if you N: Mr Hooper's helper in A; An ice cream man. weren't in a band? P: An astronaut. Sesame Street!

9 second EP ('Fashion Crisis in New York') is out now!! The Frank and Walters

## Pele Compo

Liverpool in 15 years" is how completing the line-up of Merseysiders, Pele described by one (perhaps a With Niko, Robbo, Jim and Dally Wonder Stuff crossed with 70's mods The songwriter to come out of bit carried-away) journalist. Pele's lan Prowse was produce pop that sounds a bit like the The most innovative

compo,

pretty fine it is too. The B-side was recorded Their debut single, 'Raid the Palace' (a whirlpool of guitars, violin, and organ and song about the Royal Family), is a fiery

footballer Pele (from whom, we presume, the Polydor records, who are thrilled to have such an energetic band on their label, would like to bring them to your attention, so we've got 5 copies of the single to give away. Just band got their name) played for and send it name the International footie team that 70's on a postcard to: 'Tears on my Pele ive in the band's garden!

Commodore London, N5 31st, please. by January Power, 24 Highbury Grove,



Simon, Pat and

ourney around Europe playing good, clean, indie-pop to the kids. When they're about, adventure is never far away. Brighton, who

TEN FASCINATING THINGS YOU NEVER KNEW ABOUT THE POPGUNS:

They like a bit of a 'flutter'

3. Drummer Mike Morgan is Wendy's big brother and an

4. All the band but from Essex.

**Popguns!** Hi, we're

**Charlatans** Compo

Beggars Banquet, the

Charlatans' record label,

wanted to tell all of you

The Pop Torpedo' and the

Their roadie, Sparky, fancies

JD. Popguns facts by Tish ust identify which of the 'facts single out, Crazy, and we have Popguns pop gods, or what? 24 Hlahbury Grove. London, most implausible and send above is, quite frankly, the

caught in a, like, boxing hold sure he's gonna, like, load the gun. They shoot back sometimes! And never get because they're vicious.

We have a couple of times. Do you surf?

You've got to try it out!

bondage, and Harold Bishop be a weird love-triangle with average episode include? Some hardcore sex (can we suicide/murder pact. Could What, if you were writing suicide/murder revelations. say that in this magazine? starting up a transvestite Neighbours, would you Mrs. Mangel getting into BT Ed). Maybe a

Who are your major influences?

Lovecraft (two horror authors of different ages - i.e. one's dead and buried and Clive Clive Barker and H.P. Barker isn't).

Wombat hamburgers! Or What is your favourite platypus pate! And emu edible member of the **Australian wildlife?** 

The Family Cat, an amusinglynamed group rocksters who eate a fair

able to find the band covering Chill Out Ye Merry Gentlemen nstruments, have decided to idings (Christmas, probably) vith a seasonal single release On 7" single only, you will be an old Big Star (1970's band) ck called Jesus Christ, list on Side B you will find celebrate the season of glad tidings (Christmas, probably) every time they pick up their manoeuvres on Top of the Jesus Karaoke Christ and officer claims that they're all ready to perform some Christ Jesus. Their press

single, actually called 'Me

introductions.

0

Their indie-

surely need

Charlatans

back than their previous

vinyl offerings) but we reckoned they should

sounds a bit more laid-

in Time' (and which

lovely readers about the

Pops, once the single gets into Quite mad, as you can see,

So they've coughed up

track "Hit Single Number

going to call their new

hits. They were even

Five", the cheeky chaps!

10 'Me in time' posters, winnable in return for a

give something away to

notched them five Top 40

trademark Hammond

organ sound have

dance singles with

you all for the privilege.

Commodore Power, 'Lime

postcard marked "That's

a fine organ, sir!" to:

Highbury Grove, London,

N5. By January 31st,

Lizard Publications', 24

remember, or you won't

be, um, in time!

on-tape version of the song buyers could win a Christm depict the Cat (as they are Cat's family cat in a Santa lesus Christ to the record known by, er, us at least) abel, Clawfist!

Superstar?" on a postcard and pop it in the post to: 'Cool for Something you should mow about the record is that gged and borrowed five of t will be deleted (that is, you ne day of release! But, here von't be able to buy it) after hese little vinyl wonders to give away. Just write the

Power, 24 Highbury Grove, ondon, N5. Entries arriving cats compo', Commodore

be used as kitty 31st wil

9 itter.



They eat wombat hamburgers!

One look at the UK

farmer is upset with them I'm to a lot of farmers, and if a that we live in a land as Inxs and Midnight forgiven for thinking Twins (barf!) have all breathing minute on Aussie bands, suchcharts and you'd be writers. The likes of Oil, have worked so Kylie, Jase, and the now here's Ratcat hard to attain, but **Australian Smash Australian soap** the cover of the them on Aussie reputation that Hits. We grilled a pop trio who spend every created by ruined the lifestyle...

have loads of We've definitely had some barbecues Do you drink lagers and loads of barbies?

beer. Octobus on the barbie in our lifetime, and drunk is very good too!

club at Lassiters.

Why are you called Ratcat? 'Cause it rhymes?

offer many rewards? And if As you are now 'pop gods' in your native lands, does Service in the supermarkets this new-found success so, what are they? is fantastic.

Well, they're a pest actually, What do you think of roo shooting in Australia?



표

### Davy, that's column you have there a rather (music) arge

straight from the Power's music coverage isn't Commodore We'll get this

by no means a silly record. No

siree. It's chocka with dance

nave a very silly name but it's

O The Pixies!

with a touch of inventive guitar

toons of the highest standard

and the odd bit of weird swirly

psychadelic sound. Look out

dangerous sometimes, perhaps bland candy-floss that passes for good listening material and a few groups that might make going to include the today's Top 40. The plan is to cover things that are slightly which makes up most of alternative, a little big you sit up and think.

Brenda Salmonds' (Epic), might So, pick of the crop this is, begins with dance band Slow Bongo Floyd, whose album,

• • • • • • • • • • •

In a similar vein we have St

Etienne's 'Foxbase Alpha'

guitar work over a dance beat.

heart' and some of the tracks

with epic P:ink Floyd-style

for the breezy 'Open up your

up with modern drumbeats and sampling, isn't all that far from Their excellent single 'Nothing and their sound, whilst spiced tribute to their photographer excellent beat, melody and vocals) is on the 33, as is a interludes and perfect pop. can stop us' (which has an decade - all sweet vocals, Joe Dilworth - 'Dilworth's the sound of that flowery pleasant guitars, brass theme'!

'Life 'n'

Up at the pop end of things too are World of Twist who, with 'Quality Steet' (Circa),

Sixties very seriously indeed

French footie team) take the

(seemingly named after a (Heavenly). The group

show us all just how varied they Rainbow' is a dance one whilst can be. Their version of the Sons of the Stage' shows Rolling Stones' 'She's a off their pop side. All the tracks are given studio-technology sound just a bit twiddly, glittery very listenable executed. It's but ultimately a mixed, odd polished and treatment to nspired but make them obviously ninetiesbrilliant, sixties strange,

Many bands have attempted to metal guitar with dance but few platter from Dutch dance/rockhave attempted to cross loud noise near-heavy-metal guitar cross loud noise near-heavysters Urban Dance Squad. appropriately-named new with dance but few have Genuine Crossover' Perspectives of a (Arista) is the

managed it, UDS are one of the almost straight rock. One successes. They do it brilliantly styles veering from rap to even noisily and entertainingly with of the best LP's this eal-rock path month.

there's Nirvana. "Nevermind" your idea of good music is searingly-(Geffen). If band with a tuneful and A storming storming oud but gripping record,

played by people electric guitar

Rollercoaster-fast with an effect on your brain to match this is then this band are THE rock album this ish. certainly for you.

with their long-awaited 'Trompe powerful in their own way. Their By comparison, the Pixies Le Monde' (4AD) are positively quiet. But nonetheless they're ••••••••••

their fifth LP, sees them being a bit more reflective and arranged track album has James' version classics, new interpretations. A bands to do 'cover' versions of Sunday Morning', the Shamen Over in Compilation Corner classic rock songs. But it's still maginary do is to ask today's classic bands' tracks. This 19there's 'Out of Time - the Very Hendrix and the Mock Turtles in the execution of their near-Best of the Imaginary Tribute the Pixies we know and love, amusing and interesting. Old of the Velvet Underground's previous albums were full of gut-wrenching screams and doing 'Purple Haze' by Jimi scorching guitar whilst this, pretty neat value and both doing The Kinks' 'Big Sky' amongst many others. It's Series'. To explain, what with their distinctive and attractive sound. Moving up the with irresponsibly proper rock attitude long hair and a

Finally, as an oddity, there's single instead of the normal 12shouldn't be in this column but t's notable cos it's predictably 'Sin' (Island) from Nine Inch but amusingly, a nine-inch great idea, well executed! nches (00-er). Odd, huh? Nails. It's a single, so it

9 • • • • • • • • • • • • London, N5, by January 31st. to: 'Causeway like Rock and Power, 24 Highbury Grove, Roll compo', Commodore You too can get higher!



## Daisy Chainsav

noise and great scribed by their o rearrange the vithout friends,

recommendation for such great sounds as those found on the

LoveSickPleasure' EP but then again, what do we know?

They do - the wry wit of 'Love buffetted around the stage by who also bumps into bassist Crispin Gray, the band's Richard and the Vince's (the everthing and we try to get away with it with panache". auitarist, who often dets

hich doesn't

em like a

ere that one came from on companies) is brilliant and there's another two songs

band that wander naked over

Moonflowers

Bristol's

describing

way of

but it doesn't

really sum up a

on a stormy day, nor does it

paint themselves for their

do justice to a group who

Ireland's Giants' Causeway

Make sure it arrives by January 31st. Highbury Grove, London, N5. And you can win a copy of Commodore Power, 'Lime the new record! Just send a Lizard Publications', 24 postcard marked "Daisy Chainsaw comp" to:

danceable, lovable, aithough stage shows and it certainly doesn't properly show how sometimes difficult, their though, they are strange. music can be. It's true,

dancey and sometimes all of Your Earth - Hash Smits and The songs are at times loud, their anthemic track We Dig what a gem of a record it is. They've called their new full of bass, inspired, rocky, singles such as the twelvethem at the same moment version of Get Higher and album - which contains and-a-half minute long

'Strange" is one

Moonflowers

••••••••

PAINTED (and there are only world) copies of the new LP. the type of cheese that the Just tell us (on a postcard) from and send your answer moon is supposedly made 600 of these in the whole We've got five HAND-

# ties TV Corner

representation of the Sixties, but

Picture, if you will, the swinging Sixties. The Beatles at the top the fashion centre of Western of the charts, Carnaby Street Europe and... well, this is probably not quite a true

television programmes, it's no bally wonder that and, believe me, they've got enough in there to 50's/60's/70's TV programmes from their vaults Video have decided to release a pile of classic then if an era can be judged by it's later generations believe just this. Now ITC last a good few decades!).

batches (all available in (y'know, James Bond) plays Simon Templar a dashing adventurer are... The Saint; two which Roger Moore (it says here). There white!) episodes on detective stories in time for Christmas) are two (black and each tape and the Their first few programmes are, volumes of the actually, fairly

Lichard Greene

Robin Dood

Patrick McGoohan, Saint! Still, this series down the role of The Man, actually turned who stars in Danger was another classic interesting.

and really is the ideal 'swinging sixties' series. It has lots of very Sixties settings, very Sixties

Man, a British agent plots (see also: The strange death cults locations to foil the Avengers) and very plans of terrorists, Sixties costumes also rather good! and the like. It's and colours. Its around Danger plots revolve who goes to glamourous

can travel on land, underwater or through the air course, is never far away, etc. and the rest is TV 'Supermarionation' series. The Supercar itself and is piloted by Mike Mercury (!). Danger, of history. However, compared to Thunderbirds, If you enjoy Thunderbirds, you may be interested in Supercar, the very first it's all a bit lame.

mysteries except, um, one is dead! Hopkirk has, y'see, been killed but comes back to haunt/help his partner, Randoll. This, like the others, has a detectives wander around London solving Randoll and Hopkirk (Deceased) is a strangle kettle of haddock. Two private

necessarily the kind of thing you'd buy - good being repeated on ITV very cosy TV feel to it. to rent, though, as all of these ITC releases You can imagine it but not being

Finally, there's the all-time classic, Robin Hood of Hollywood's Golden Age, nor is it singing lavish action the 1950's British TV Costner version, but Hood. This isn't the series with Richard Errol Flynn Robin accented and allthe American-

classic theme: "Robin Moore, featuring the

Robin Hood, Robin Hood and his band of men" and so on. Just ask your parents! The series is excellently amusing (although it was meant to Hood, Robin Hood, riding through the glen. be serious) and does actually contain some pretty decent action.

men", pop the answer on a postcard and send it just have to name two of Robin Hood's "band of Theme Song single. There are very few of these What's more, we have 30 - yes, three-o about, only a few hundred, so to win one you Commodore Power, 24 Highbury Grove, copies of a Limited Edition pressing of the to: 'If anyone would, Sherwood compo', London N5. By February 1st, please.

### DANCES WITH WOLVES **Guild Home Video**

that it's bad no siree, it This is one

and his quest to find out who he really is. That's right, it's a neroism (whilst he was trying Ilso Directed and Produced) Junbar (Kevin Cosner - who and grips tight 'til the between them and Lt. John examination into the Sioux ribes and the relationship piece with the red indians, to commit suicide), posts Frontier. Most of the film actually. Three hours of who, through an act of Almost three hours very end. It's just long.

stick this on, it will truly have expect them in bucket-loads 'd recommend you sit down nanging, shooting, stabbing, or your Sunday dinner and unging and other bodily those here too - just don't ou wishing there was six prefers a spot of impaling, If you're the sort that ours of it.

# vstem



collaboration of corner! System several people, especially 70's guitarist Steve 7 is a

edition CLEAR VINYL version of Habibi, aswell as 5 copies of the album to give away to out there. All you have to do

all you curious dance fans

is tell us the name of one

smooth recording and we've

Basically, it's a really got 5 copies of a limited

from The Orb and Thrash.

remixed by Alex Paterson

Miracle and has been

back, quiet but a funky dance toonlet anyhow) track. The Bfrom The Beloved, singer Olu and is a strange and ambient Miquette Giraudy. Their new their debut album (out now) single, Habibi, comes from Hillage, Steve Waddington (that means it's cool, laid side is a number called Rowe and keyboardist

N5 - by January 31st, please

- chill out!

compo', Commodore Power,

answer on a postcard and

Beloved track, pop the

send it to: 'System 7, isn't

that a washing powder?

24 Highbury Grove, London

with more twists than plot. The hrough a very in-jokey script funniest thing about it all,

Harris Telemacher (Steve Martin) is confronted one day that advises him in the oy an extremely wise sign

is rounded off with excellent It's well-observed, has

falls in love, and things, sort of



**Guild Home Video** L.A. STORY

quite honestly Steve Martin is,

Steve Martin at his most heart treated to Steve Little Shop of Horrors), and With Two Brains

ssociated to troll. 'though A. Story he race through

# **Comedy Corner**

KING RALPH

vinyl offerings) is blue-veined (oo-er!). recordings (one This selection of video and two very definitely comedv

We're not talking about the kind of 'comedy' that the BBC show comedy. Comedy that touches at 5pm on Saturday, oh no. definitely-after-9pm sort-of We're in the realm of veryon the limits of taste and

Hysteria comedy show held but Hysteria 3 (a video, no less, **Fony Slattery and Lenny Henry** Higgins Trust. If you're familiar charities such as the Terrence expect. If not, buy the vid and Palladium, in, er, aid, of AIDS with names such as Stephen Fry, Hugh Laurie, Ruby Wax, from PMI) takes most of the you'll know largely what to magic moments from the a few months back at the get educated! decency.

hilariously cock up a sketch Laurie's 'Hedge Sketch' in deadpan one-liners, such perhaps Steven Wright's know what to do with it". about hedge-buying. Or as "I got food poisoning which they (purposely) last week, I still don't

Hysteria, is also available those worthy causes. Fry available on BBC Video. and the profits go to all bits from the last three and Laurie also have a video of their TV series Hysterias, Amassed

Highlights are Fry and

A book of all the good

from both their series' and Monty Python Sings Wirgin - that's the label not a statement) is the first of our records - it contains (25) classics films, such as the

all down here on Earth") and, of intelligent life somewhere up in space because there's bugger excellent homage to that great of life (a Top 5 hit!), the Galaxy Always look on the bright side Courts TV ad and includes the classic line"pray that there's Song (which was used in the course, the Spam Song, an umberjack and he's OK...), tinned meaty comestible.

Ralph is the sort

Universal

comedy

that you

would immediately

dismiss due to it being all of three

Commodore Power staff, and is, quite simply, wonderful! Python fans, such as the It's indispensable for

PG! 3) It attacks the

American! 2) It's a

things: 1) It's

very root of British

having the entire

society itself by

(bleurgh!) and, of course, one of readers. Billy expounds on such certain word beginning with 'f' stomach upsets whilst abroad subjects as Scottish holidays, again). However, his use of a Hammersmith Odeon (Virgin, recommended only for older his fave subjects of all, sex! As is the very-blue Billy Connolly, this time Live at 'fiddlesticks') means he is (and we don't mean

All great stuff, certainly not for the rather young or faintnearted!

whole thing - even though

the small instances that

strangely amused by the

Funnily enough I felt

American installed in royal family killed off,

their place.

and a fat, hopeless

relatives) is unfortunately electrocution accident. It

frazzled in an

of England when the real

royal family (his distant

Ralph, a born loser, who

inherits the title of King

John Goodman plays

of course, where you fall

about with laughter).

(unless you're American,

grace are so camp it

makes you grimace

9

**British eccentrcities** 

## JOHN GOODMAN PETER O'TOOLE OHN HURT

the opportunity of giving Ralph Tea-Towels and 5 envelopes drawn out of Commodore Power has the crown on February 1st 1992 that answers Ralph on video, 5 King King Ralph mugs. The away 5 copies of King KING RALPH COMPO postcards/sealed first five

goodies: What's the good old, cuddly Queen Mum's Send your entries to: first name (clue: it's not Grove, London N5 3EA. Queen, that's for sure King Hell compo, Big **Thrills, Commodore** Power, 24 Highbury BT Ed)?

is five copies of each of their videos that

e universe's charge through ook place at Heysel in 1986. ing to mash all who get in

Earth. It's absolutely hilarious wouldn't want your mother to and Red Dwarf III: Bodyswap anded on the mining ship in places, and in others you Dwarf III: Timeslide nolograms, evolved cats, ection of humans

from the TV series of (roughly) Mr. Elton about women's bits Guide to the Man from Aunty that caused an uproar from ntains even the set from he moany old bag brigade is a collection of sketches

the following question

correctly wins the

The best of the bunch ngerous Brothers Dangerous brothers s, arduably, The

d set each other on fire. te British viewing public nusing, yet completely ou'll go mad over this. angerous (Adrian

aled envelope or postcard ollowing question on a Rik Mayall and Adrain

Highbury Grove, London N5 Zebras compo, Big Thrills, Commodore Power, 24 drawn on February 1st.

F

H

by 1st February 1992.

co-starring roles, and it's

all rather endearing at

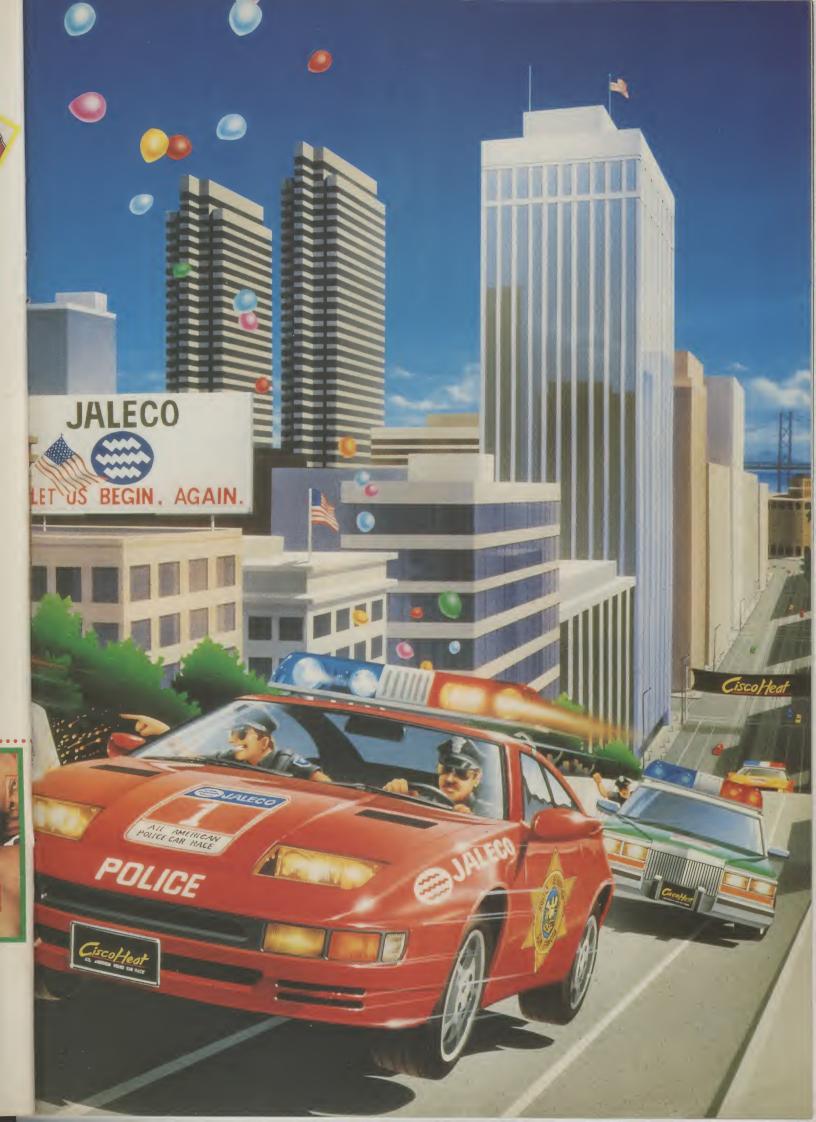
the end.

0000

O'Toole and John Hurt in

chugs along at a decent

pace, with both Peter





ANA MAN ስክትልልልልስስትሉት

Levelling the

Levellers.

CD · MC · LP

includes the single 'ONE WAY'
Finally available from October 7th with a "Beat the Recession" price
CD £9.99 · MC £5.99 · LP £5.99

"The songs on 'Levelling The Land' are big and warm, and fired up on memories of people and places. 'The Riverflow' and 'The Road' positively crackle with a heart-soaring unbridled lust for life" - Melody Maker





# THE HEAT IS ON...

...in San Francisco! Mirrorsoft have gone completely fruit loops in a big-prize compo that's good enough to break out for!





### 5 FIRST PRIZES:

5 sets of super-fine Walkie Talkies and a copy of the game (that's 'Cisco Heat, remember?!)

"OK! This is a raid!" shouted a dozen burly police officers as they burst through the door of the Commodore Power office, brandishing guns.

"We have reason to believe that you're reviewing our new game, 'Cisco Heat, and we're sorry to have to charge you with the terrible crime of not running a spiffy compo to go with it." said one of them, still pointing their police-issue revolver at the Commodore Power Editorial staff.

"OK," said Rik, holding out his wrists, "it's a fair cop, guv'nor, you've got me bang to rights. Slap on the cuffs and take me to the cells!"

Suddenly and surreally, Cathy Campos, Mirrorsoft's PR Supremo, dressed as Justice herself, sword in one hand and scales in the other, appeared in a haze of white light: "I have a truly spiffy compo to get you out of this pretty pickle." she said, glowing slightly, "What do you reckon to the idea of offering the readers five sets of police-style walkie-talkies to tie-in with the oh-sobrilliant game 'Cisco Heat which we just happen to be releasing.

"And here they are!" she announced, flourishing them from her scales of justice, before disappearing from the room in a shimmer of white light.

"Bah!" said the officers,

putting away their weapons, "we've been scuppered. And we would have got away with it if it hadn't been for that meddling 'Justice'."

And they filed out, dejected.

"Phew!" said Rik 'n' Jeff.
"We'd better begin this compo, then..."

### Just What do I have to do?

To win one of these incredibly wonderful walkietalkies, just come up with an amusing quote that you'd say upon being 'nicked' by PC Brutality (along the lines of "You've got me bang to rights", and "I done the blag!") and...

Send your entries to:
"Cop This!" Compo,
Commodore Power, 24
Highbury Grove, London,
N5 3EA by 1st February
1992. The funniest five will
win the goodies.

### **'VER RULES**

☼ Employees of Mirrorsoft and Commodore Power will be taken from this place and hung until they are dead if they try to enter this compo.
☼ The decision of the Co-Eds (PC's Jeff and Rik) is final, much like the decision of the House of Lords. And anyone who argues will be refused parole and placed into 'solitary'.

Please allow 28 days after the compo closing date for the verdict.



Sucked into a time portal to future Tellysville, Jeff Davy checks out the top-rating quiz show of the future. Strangely, it's not 'Strike it Lucky'...

### **POWER INFO**

Supplier: Price:

£10.99 Tape. £15.99 Disk

Out now!!!

**Availability:** 

Sit back in vour settee and imagine if, through a rip in the space-time

continuum, you were propelled forth (or even fifth) to the future, in a swirl of brightly-coloured lights that were not too dissimilar to a Jimi Hendrix light show. And nothing has changed.

Well, everything's a bit dustier, yes, but the sofa's the same, the lamp in the corner's the same and the television... my God! Where your Sony 'flat-as-most-of-

Holland-screen' TV that you picked up from 'Honest' Ron down the market used to be, there's a new set - a throbbing, futuristic set that could only have come from a

particularly forwardthinking branch of Radio



O Cor, I was just standing there when these glowing, yellow Ninja-throwing stars came flying around me, smegging the crap out of the robots at the same time. Obviously somebody up there likes me. Either that, or they're working on a more devious way to help me cash my chips!

Rentals.

It's screen is almost not there. It's like you have a window on the action. The colours are astoundingly good - "nitro-Technicolour" are the letters you can just make out near where the on/off button should be but, strangely, isn't - and it appears to be showing the most outrageously violent, but gripping nonetheless, quiz show you've ever seen.

"Smash TV!" shouts the compere, as a be-

helmeted 'contestant' with a particularly

> formidablelooking weapon tremblingly trots toward a large door. It opens...

The contestant is drawn into the first of four innocuous-looking

arenas. ("What's the

challenge?" you wonder). Suddenly the doors on each side open and stupendously large hordes of violentlooking mutants pour forth. They head directly for the hapless contestant.

("This is better than Catchprase" you think, leaning forwards). The contestant appears about to go down under a welter of blows from the batonwielding multitude. But no! He whips out a large weapon of his own (oo-er) and guns them down.

In their place are weapon tokens, which confer upon the contestant powers to blast in three directions, fire grenades, shoot rockets, turn invincible or even have a fiery wall of, er, fire around them. ("Good grief", you marvel).

Also dotted around are humungously-large piles of good ol'-

mines ("Look out!" you shout, although, of course, they can't hear you in the arena).

As the contestant clears a maze of differently-named & styled screens you see gunners (snipers, that is, not red-wearing first-division footballers), exploding fat people, snakes, lizard men and, astonishingly, tanks.

But this is nothing, for at the end of each arena, up pops a massive end-of-level nasty who takes a large amount of punishment before his moment of expiry. And at the end of the final level

comes the insane game-show host himself ("I can't imagine Bob Monkhouse doing this!" you declare, out loud), with only one thing on his mind (as

a copy of 21st Century TV Times informs you) - "Total Carnage!".

It's manic!

There's a break for the ads and you find a copy of a strangely familiar magazine -Futuristic Game Power, it says on the cover. Inside is a review of the classic C64 adaptation of Smash TV, the arcade game of the show. It says it's got pretty neat graphics, a heck of a lot of fast action, many various levels,



fashioned money and prizes such as toasters, cars, luggage, holidays, loads of stuff! But they're sitting next to

### **Commodore Power's Top Quiz Shows:**

- 1. Love at first sight Sky
- Tutti Frutti RTL Plus
- 3. Going for Gold BBC
- 4. Crosswords ITV
  5. Blockbusters ITV ("I'll have a 'P' please, Bob!)
  6. Me and my Dog ITV
- Mr and Mrs ITV
- 8. Sale of the Century ITV (original 70's vintage)

9. 3-2-1 - ITV (Where is it now?)
(That's quite enough terrible quiz shows! Ed)



a truck-load more fast action. interesting - if subdued sound, impressivelylarge amounts of more fast action, plenty things happening onscreen at the same time

and... well, fast action! The reviewer, in fact, Wondering who it could be, you walk into the hall and your front portal (what happened to the oak number you had in the 1990's?). On the step are two burly gentlemen in uniform.

"You're coming with us!" they command.

"W-why?" you stammer, as they grab you and drag you toward a waiting van.

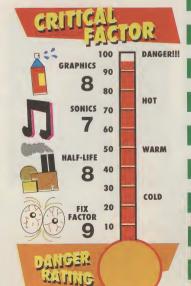
"Because," they say, before throwing you into the back of the vehicle, "you're the next contestant on a



exploded with delight about the game and his blubbery body-parts had to be joined by a qualified surgeon. His final

> line was "Get this game before it gets you". You look up just

as you get to the score box you've heard a knock at the door. certain TV programme. Smile, you're on Smash TV!" 🔾





Off for a 'bungle in the jungle', Richard 'banana fiend' Taylor goes 'ape' over this game's 'monkey magic'.



Another verv Japanese cutesylooking game. Another slightly odd

scenario. You were once a happy, 'normal' 9-to-5 guy, devilishly good looking with a beatiful wife, powerful car

and modest flat in Richmond, when an ugly witch decided that you should experience life as an ugly chimpanzee, no car or flat, and, worst of all, no wife!

You must rescue her. That's it. When you have done this everything returns to normal. Hmmm. To achieve this, various obstacle courses must be tackled, and they contain all sorts of nasty characters and traps.

Things can be spat at, and your spit power can be increased by picking up bonus objects. Other creatures drop coins that must be collected. A crash helmet can be picked up that, believe it or not, protects your head. This is quite handy as multihit-to-kill

### **POWER INFO**

Supplier: £14.99 Cart. Availability: Out now!!!

baddies can be wiped out with one well placed headbutt!

Precision jumping is required throughout the game. Luckily, the control of the main character is good, you can move around in mid

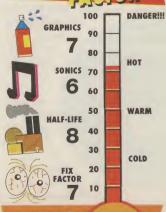
There are only five levels, but they are each quite large and don't have to be loaded

> (what with it being on cartridge and everything). The trouble is that once the levels have been sussed out, they become quite easy. Everything is in the same place. Rest

assured, though, they are tough to begin with.

The graphics aren't outstanding, nor the sound, but it all works well together and adds up to an enjoyable game. With the new cartridge price, this is probably worth a go for most people. 3

### ACTOR



DORE POWER 0 43

Just what does WWF stand for? Wibbly Wobbly Fruit? Water Wing Failure? Witches Win Figs? Jeff Davy attempts to get to the bottom of this dilemma, helped by some burly figures in odd costumes.



**POWER INFO** 

Supplier: Price:

**Availability:** 

£10.99 Tape, £14.99 Disk Out now!!!

When Rik got his cable television connected the other week, he introduced me

to the joys of televised wrestling. It seemed that the topless women had to grapple with each other in a ring full of mud whilst the crowd cheered from the sidelines. Rik looked up from his copy of TV Guide and dived for the remote control.

"Oh, er, not that channel" blushed Rik, "it's this one you should be watching". And he switched to pictures of large American men jumping on top of each other.

WWf appears (and I'm not an expert) to involve largerthan-life characters in (arguably staged) wrestling bouts against each other.

The contenders have their own, distinctive,

personalities. Such as IRS Man, who dresses

like a (US) tax inspector, complete with stripy shirt, slickedback hair and briefcase! Or The Berserker, decked out in furry barbarian garb with an attitude to

match. The 'sport' itself bears a passing similarity to proper wrestling. Opponents buffet top of the ring corners, twang themselves from the ropes. grab each other in fiendish holds, stomp, hit, push, insult and generally maul each other (within the rules). This is all done with an impressive and oh-so-American theatricality. The audience know it's set up in advance, with the choreography

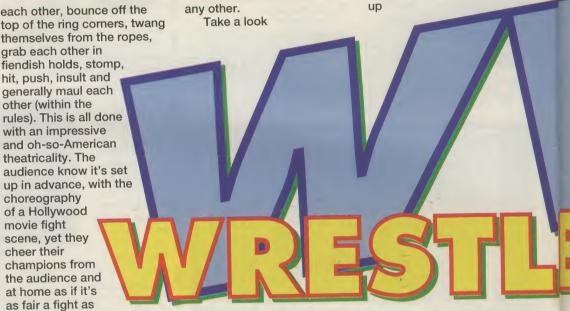
of a Hollywood movie fight scene, yet they cheer their champions from the audience and at home as if it's

as fair a fight as

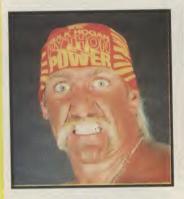
at your muscles for a sec. Are they bulging in your Tshirt sleeves, bursting out like over-ripe melons? Or are they merely adequate enough to open stubborn lemonade bottles like, er, mine? If the latter is true, this game will be right up your avenue. If you really do have bulging muscles, why aren't you a WWF wrestler?!

As with all the best games, you can choose a persona. In this 'un, it's a choice between Hulk Hogan, The Ultimate Warrior or British Bulldog (who actually comes from Wigan!). Each have favourite moves and insults (see box) and (naturally) a different onscreen graphic.

You take on the 'weakest' opponent first and work your way



### The Good Guys (Hurrah!)



**Hulk Hogan** 

Fave move: 'Pile-driver' Fave quote: "Whatcha gonna do when the largest arms in the world and Hulkmania run wild on



**Ultimate Warrior** 

Fave move: 'Gorilla Press' Fave quote: "Come and feel the power of the ultimate warrior"



**British Bulldog** 

Fave move: 'Power-slam' Fave quote: "The British Bulldog is going to take a bite out of the WWF!"



to Sergeant Slaughter, the Mr Big of the game. To progress, you must compete in five minute wrestling bouts. The winner

is the

one who has given their opponent (and

especially their opponents' energy level) a good kicking. The process

begins with your chosen wrestler and opponent trading trademark insults and then the

scene cuts to the ringside and the contenders climb

into the ring.

And they're off!

Jumping, smacking, crushing

smacking, crushing and bouncing each other. The smartest move comes from

catapulting
yourself from the ringside
ropes into your hapless
opponent, another move
that comes close is when
you pick your opponent up
and crash them to the floor.
You sap energy with

each move and at
the end of that
there's the
opportunity to
'pin' your
opponent to
the floor
and win the



Inside the ring is not only where it's at. You can fight for up to 20 seconds outside it, too! In the arcade version (of which this is a conversion), there were even tables and other items to smash over your opponent!

Ocean have done a smart job in converting the machine to the 64, given that the arcade machine had massive wrestlers, loads of colour, twiddly graphic bits (like twanging ropes) and the 64, er, doesn't. The visuals here are pretty smart, it all moves at a fair pace and the moves are just as varied. There are crunching, smashing sound effects and progressively harder wrestlers ("They're intelligent!" boasted Ken, Ocean's PR man).



## The Bad Guys (Booo!) - In order of gamebased meanness!

1) Mr Perfect 3) Million Dollar Man 5) Sergeant Slaughter

2) Warlord







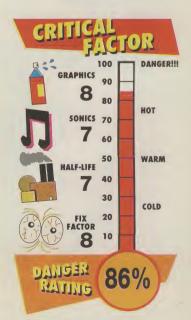


### The most surprising non-inclusion:

The Undertaker - Who is currently taking WWF by storm. It's rumoured that he's actually one of the undead!



Ultimately, it's a wellpresented, joystick-mangling wrestlefest. Get on to it! ©



When he heard the sound of big cash calling, *Richard* 'Studly'

Taylor covered himself in light-tan polish and got 'round the back of the docks to duff up a few sailors. Unfortunately, he was arrested and writes this review from his cell at Broadmoor...

indeed, meaning the power and speed at which you deliver your punishments are enhanced greatly.

Money is awarded after each match and you go on to the next opponent, totalling about 7. A comment is also issued, i.e. "totally studly".

The controls are similar to most games of this style, i.e.

### **POWER INFO**

Supplier: Price:

Domark £10.99 Tape, £14.99 Disk

Availability: Out now!!!

The arcade
version of
this game is
great, the
graphics are
excellent and
they way it pans

in and out is brilliant. Taking these factors into consideration, I thought it would not really convert to the humble old Commie.

It looks terrible, actually. At least, that was my first impression. However, if you accept it just as a 64 game, then it is quite good.

For those who don't know, in this game you fight opponents, in a Double Dragon-type style,

for large piles of money. Two players can play simultaneously and you must fight each other in a 'grudge

© There are moments in the game where you get to fight the other player - The Grudge Match. If you manage to kick him in the nadges more often than he strikes yours, you get the honour of being the most 'studly' dude, and a holiday for two near a sweage dump in Bognor Regis!

match' every five or so screens. At other times you work as a team.

Various

Various objects can be picked up and used as weapons, like a

knife, a læge box and other damaging items lying around. Also power

pills can sometimes be found, these are really handy as they turn your man into a very angry and strong person IK+, Exploding Fist, etc. The graphics are smaller and the action is faster. The control is quite responsive and easy to master, so kicking-in loads of heads becomes quite easy after a while. This is the problem - there is not enough variation in the game, only the grudge match really.

I think people expecting a good version of the arcade will be disappointed, many of the features just aren't there. The audience don't join in the fight, for instance.

Considering the C64's limitations it is a quite good game but you may get bored.



3) Bob "bulging" Monkhouse

4) Jeff Davy for his "cough 'n' crack" rib trick

5) Mike "macho" Morris

♠ Aha - A severe twatting in full effect methinks! Bad geezer 'A' appears to be shortly robbed of his ability to father future generations of the black-leather masked family.

TALIFIE 77 %

THE SPECIAL PACK OF ACTION GAMES THAT WILL GAUSE A







OCEAN SOFTWARE LIMITED + 6 CENTRAL STREET + MANCHESTER + M2 5NS + TEL: 061 832 6633 + FAX: 061 834 0650



If '00' means licence to kill, then *Rik* 

Henderson

must have '99' in front of his code, which gives him the licence to review compilations...

### JAMES BONDE COLLECTION

### **POWER INFO**

Supplier: Price:

Domark £15.99 Tape, £17.99 Disk Out now!!!

Availability:

Aah, Christmas is here, and there's no better way to celebrate it, but

allowing yourself to be led from the dinner table, after a slap-up meal, into the living room so you can put play or two.

LICENCE TO KILL

Based on the most recent Bond movie, this was considered to be the best Bond game. Although it's a little tough on some levels, the varying gameplay (again) gives you enough to keep you wanting to play.

LIVE AND LET DIE

A boat game that's like a driving game - need I say more?

The James Bond Collection is like the films, okay for a laugh, but not an awful lot to it. •



your feet up and watch... the James Bond movie.

And what better to load up on your commie, but the James Bond Collection:

### THE SPY WHO LOVED ME

This is a perculiar cross between the ancient game Spyhunter, and a shoot-emup. It has several different levels of varying gameplay, and ultimately it's well worth a



### DANGER!!! 100 GRAPHICS HOT SONICS 70 N/A 60 WARM HALF-LIFE 40 N/A 30 COLD 20 FACTOR N/A DANISEK KATINIS

### **POWER INFO**

Supplier: Price:

**Availability:** 

US Gold £15.99 Tape, £17.99 Disk Out nowish!!!

Rik Henderson

is a bit of an arcade game freak. That's why we've sent him to the Betty Ford coin-op clinic, where overindulgence is the name of the game (and I thought it was Capcom Collection - Jeff)...



Eight games!
Do you know
what this
means? Er, it
means that
you get eight
games on the one

games on the one pack, but it also means that you get a full software collection for the paltry price of one game - it's disgusting. I mean, I had to collect for ages just to have a couple of budgies, let alone a whole flippin' eagle - it shouldn't be allowed.

But you must be a bit chuffed that it is, and just look at this line-up:

STRIDER

This is a very classy arcadeadventure in the Turrican mould. The graphics are tremendous, but it is the frantic exploration, and blastem-up style gameplay that has you dribbling down your chin for more.

U.N. SQUADRON

An above average shoot-emup that offers two player simultaneous action, as you fly into the Middle-East and blow the frag out of hundreds of enemy aircraft,

# CAPC

tanks and anything else you can see as a viable target (er, everything in otherwords).

LAST DUEL

This is also a simultaneous two-player shooty, but it scrolls vertically in preference to horizontally (like U.N. Squadron). It's a bit average, and I can't say that I was too enthusiastic about it.

FORGOTTEN WORLDS

Erm, this is a bit useless to be honest. I remember when it originally came out, as before I'd looked at the arcade machine and said "There's no way anybosy'd going to able to do that on the C64 (or any other home computer, come to think of it)!" And I was right! It's a horizontally scrolling shooty, with very little going for it.

**GHOULS AND GHOSTS** Aha! Here's the roasted chestnut in this bag of nuts, for surely it is the best C64 arcade-conversion of all times. As the sequel to **Ghosts and Goblins** (originally released by Elite yonks ago), it was nigh-on identical in its horizontally scrolling, arcade platformy style shoot-em-up gameplay, but was so much BIGGER, with better graphics completely smooth sprites, and brill end-of-level nasties that it was as comparable to the ages old game as a juicy steak to a small piece of bacon. It's well worth the cost of this compilation alone.

DYNASTY WARS

This is a bit strage. It's a bit



like a shoot-em-up, with twoplayer simultaneous action, but you spend the entire game on horseback, whilst slashing at the oncoming

enemies with vou sword (what did you think I was going to say?). The poorly coloured graphics make it hard to determine what is going on, and the gameplay is ultimately dull.

### L.E.D. STORM

This is a very reasonable vertically scrolling car-racing game, in the mould of Spyhunter. You have to race, at break-neck speeds, towards your destination in a certain time limit. There are many obstacles in your way, and it's not really a game for those with a) patience, or b) a crap joystick.

### STRIDER II

Spookily enough, this isn't as good as its predecessor, but it offers more depth, and much of the same kind of addictive fun.

The whole pack is a bit like having Cable TV, there's so much to it that you don't really notice the bad elements. But it's definitely worth the spondoolies of anybody's money! O

### DANGER!!! 100 GRAPHICS нот SONICS 70 N/A 50 WARM HALF-LIFE 40 N/A 30 COLD 20 FACTOR N/A VANSEK! 89% 5711712

Another meaty comestible or a spitin-a-bucket job? Rik Henderson dips in his finger and sees if his taste buds can hack it...



**US** Gold seems to have gone mad bonkers compilation

crazy at the mo, with Capcom Collection and now Super Sim Pack - with MAX and Super Sega to come. Not that I'm complaining, far be it for me to have a winge about four games for the price of a slapup dinner at Mrs Miggins' Pie Shoppe, it's just, well, my datasette gets a bit knackered sometimes...

CRAZY CARS II

Um... Er... It's not crazy! And it doesn't really feature many cars either! In fact, it may have been more accurate to have called it something like Crap Racing Game II - except it probably

wouldn't have sold many copies.

The problem is that the Amiga version - which I must admit to playing - was a car exploration game that had you not only avoiding the cops scattered about America, but navigating the complex freeway system. The C64 version however offers the chance to race along, avoiding cop cars, and er, that's it! It's pretty fast, but it would also go pretty fast to my bin if

it wasn't on a compilation. **ITALY 1990** 

This was, surprisingly, the best of the World Cup orientated footy games that came out in 1990 (obviously). I say 'surprisingly' because Kick Off 2 came out on the C64 at around the same time, and Italu 1990 murdered it in every respect.

The gameplay is topdown as you race about (at a fair old speed) the pitch in



your goal to score, er, goals. Its presentation in immaculate and the players' levels that are shown

> to you pre-match actually have an influence on the way they play. Although the World Cup went by yonks ago, some games are worth playing again and again. and this is one of

### them. AIRBORNE RANGER

This is quite an old game that's pretty much a cross between Commando and **Battle Command. Battle** Command, in the respect that you have many missions to choose from, and you have to plan your assault before play. And Commando, in the respect that it's really an arcade game under its simulation halloween costume.

That said, the arcade section - where you run up the screen, killing the enemy and bombing their ammo dumps - is fairly involving and the game is best appreciated if you've got a Sunday afternoon spare. INTERNATIONAL 3D

### **POWER INFO**

US Gold Supplier: £15.99 Tape, Price: £17.99 Disk

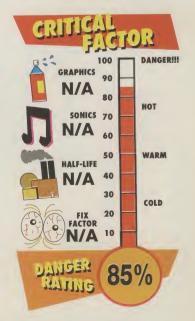
Availability: Out now!!!

### **TENNIS**

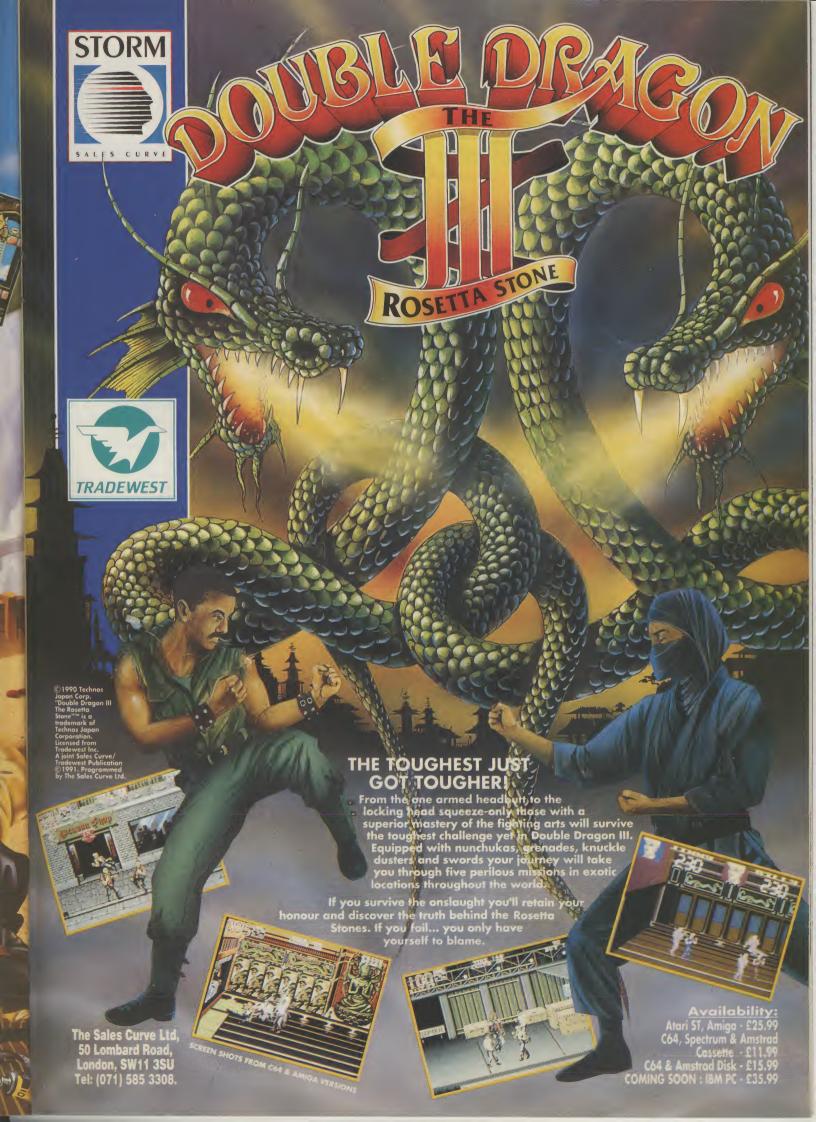
"And here comes Becker, er, I don't remember him looking like a coat-hanger. Maybe it's a new training technique!" International 3D Tennis is quite easily, and categorically, the best tennis game ever.

The only strange thing about it is that the two players on the court are in wire-frame graphics, and they wobble about as if there's an unholy gale blowing through the court. Apart from that, you can view the action from 10 different vantage points, you can play any of the hundreds of tournaments on offer, you can have two-player games on any style of turf you desire. In short, it's brill.

The pack, even though it's only got the four games, makes up for it in depth, and International 3D Tennis will have you gripped every Wimbledon fortnight for the rest of your life. O









Richard Taylor
has very oddlyshaped balls,
but does he
flash them
around Cardiff
Arms park? Of
course he does!

### RUCHBY THE WORLD CUP



on a moor in mid-Wales for 11 days than load this game. Or so I thought. When it came to it ,the game suddenly seemed rather appealing, so down I sat and played it.

First impressions
were: "Oh dear, this
looks exactly like Kick Off.
Not that I don't like Kick Off...
but oh dear!"

I tried to get to grips with it but I really couldn't seem to. The movement, although reasonably fast, is jerky and imprecise. It is difficult to tell whether you have the ball. The scrums are bally difficult, I could never seem to win them. Apparently you waggle



the joystick like mad, but this made no difference.

It really is a matter of being patient and learning passes and runs. A good

### 5 balls you would like to kick

- 1) Terry Christian's
- 2) Bob Monkhouse's
- 3) Marky Mark's
- 4) The bloke that drew Mighty mouse's
- 5) John Major's

### **POWER INFO**

Supplier: Price: Domark £10.99 Tape, £15.99 Disk Out now!!!

Availability:

break will lead to a try, otherwise it is rather hard.

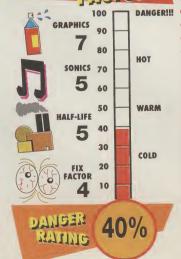
It is also hard to tackle, or rather catch the member of the opposition with the ball, since all players seem to run at the same speed. I never won a game!

A few poor design areas



drop the level of the game, like the wrong colours for teams (black for England? White for New Zealand?) I wasn't really impressed. •

### CRITICAL



# PoPo HIS PNEUM

Jason Miller

gets his tool
out and slaps it
about. Can he
write the rest of
the review
without saying
oo-er once?



Very few games these days have the ability to capture a sense of humour. Maybe

I'm begining to become paranoid at the same old 'gone ideas'? But I'm paranoid no more! Here's a game that will give you enjoyment and, most of all, more laughs than any of Les Dawson's jokes, ho, ho!

So what's this game called? Wait for it... Are you still waiting? Well, it's P.P. Hammer (and his pneumatic weapon). You're probably thinking he must mean MC



Hammer?

Nope, P.P. Hammer is one of the latest jump'n'run games, with no connection whatsoever with dodgy kids music, because P.P. is no teeny bopper (like Kylie and Jason Donovan) and he doesn't wear fly away kecks!

He's also armed and somewhat dangerous when he has his friendly assistant the pneumatic hammer (er... I've never seen a friendly drill before! - Ed) (I agree, here Jason take these tablets! - CP doctor).

P.P. Hammer has to find and collect as many hidden



treasures as possible, before going on the search for the secret door which, in turn, will lead him onto the next stage to conquer!

"How does he go about doing this?" I hear you cry. With that trusty old pneumatic hammer (it's now trusty and old? - Ed) (I think we should take him away! - CP Doc) he can destroy whatever is in his way. The way in which you can collect the items scattered around in two ways; either you touch them or run over them.

The items all have a major role if you are to succeed, and include a red bottle - which will enable you to recharge your pneumatic hammer. The hammer loses power if the enemy hits you, or if you fall through trap doors into water or fire.

And it is this point that brings us to an important fact about P.P. Hammer: The game structure is of a very high standard, as there are puzzles that must be solved before you can go on, and they take some consideration.

Plus you have to beat the clock as time is against you.

Do not despair though, all games are beatable as long as you

# AVAILS WEARON

have the extras; like the blue bottle (which gives you more power to jump), a yellow bottle (this will enable you to gain invisibility), or oil barrel (which makes you dig faster and deeper).

All the items that are collected will be indicated in a box which can be activated by pressing one of the function keys.

Also do not think once you've drilled a stone away thats it, because the stone will reappear after a short period of time, and if you're under it at the time one of

your few lives will disappear.

The levels
vary; of course,
they become
harder and harder!
level 1 is a basic

adventure puzzle, whilst level 2 (the 'Castlemaster') tests you a

little more with rats, trapdoors, etc. When you're in

trouble always look for a Teleport to transfer you to the hidden places (a major asset).

In your quest you'll come along stupid animals and intelligent enemies,

> where tatics are important if you want to lose them.

Level 3 is based on Egypt, whereas level 5 is 'Ice riddle', and the reason why I mention these two together is because the surfaces affect you. Slippery stones as in level 5 make you run slower and slide away. In

### **POWER INFO**

Supplier: D.M.I.
Price: £10.99 Tape, £15.99 Disk
Availability: Out now!!!

Egypt you deal with firing heads which zap your energy away!

But don't just take my word for it, go out there and buy this game; it's really spiffy.

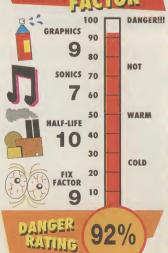
The graphics are something that must not be missed, along with the sound effects - the best I've seen up to date.

Even humour is there in abundance. I would like to tell you more, but I don't want to spoil it for you. 3



② If I had a hammer, I'd hammer in the morning. I'd hammer in the evening, all over this land. I'd hammer out danger. I'd... (Shut up! -Ed)

CRITICAL



Fearing that Rodland could be a place where middle-aged rock singers with the surname 'Stewart' are the dominant life-form, *Richard Taylor* packs a large stick and prepares to knock some musical talent into the foe...

### RODAND

### **POWER INFO**

Supplier: Price:

Availability:

Storm £10.99 Tape, £15.99 Disk Out now!!!

This looks like it could have been the follow up to NewZealand Story or

Bubble Bobble. It n a very similar

is set in a very similar 'cutesy' style.

You take
control of Tam or
Rit, or both if you
have another
joystick and a
helpful person nearby,
and you must work
your way through four
levels of eight screens to
rescue your 'Mom' in
'Maboots' Towers. At the end
of each level a humung-gabaddie must be dealt with.

You are presented with a screen of ladders and platforms, with flowers and baddies (cuddly sharks with legs and the like) dotted around. The aim is to first collect all the flowers - to collect an extra game - and then dispose of all the enemy sprites.

The method in which you do this is rather odd, pressing fire captures the enemy in your magical wand (or rod) and presing it twice again swings the hapless

creature back and forth, bashing them on the ground. When they have had enough they die and kindly leave a bonus object for you to pick up. These are either weapons or letters.

The letters spell out EXTRA when collected, and the weapons vary from two way destruct-everything-in-your-path and bouncing bombs, to large explosions and missiles.

When it comes to the end-of-level baddie, only your rods can be used. Some of these meanies are quite large, like the whale and

arge, like the whale and elephant, so a lot of punishment is required.

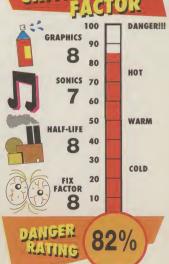
The graphics on these monsters

look really good. In

fact, throughout the game they are of top quality. The characters are very cute and finely detailed, but, unfortunately, the backgrounds are a bit simple, although they do their job well.

On the whole an enjoyable game, especially with two players. ©

### CRITICAL





# DOUBLE

### **POWER INFO**

Supplier: Price:

Storm £10.99 Tape, £14.99 Disk Out\_now!!!

Availability:

Confucius, he say "Man who risks having his nadges duffed

nadg duffed in for the sake of a few ancient artifacts is man with very few marbles!"

Or something

like that anyway.
So we're to
take it that
Jimmy and
Billy, the heroes of the
countless (er, three to be
precise) Double Dragon
games, have empty pantries.
They're both a link short of a
paper chain. Their rice
crispies are missing a 'snap',
if you get what I mean.

This, however, does not affect their sense of morality and judgement and when the stupid bint Marion (she's obviously an Essex girl) is kidnapped again, they set off to find the Rosetta Stones (small, round, glowing objects, not old, crumbly,

When you see a man in the middle of the street dressed in his karate pyjamas and sporting a menacing grimace, you can bet your bottom dollar that he's either on a quest to find the ancient Rosetta Stones, which will bring him power and glory, or he's just escaped from the mental hospital just down the road. Rik Henderson is such a man, and let's just say that he dribbles a

so, though, you have the glorious chance to 'tool up' in a weapons shop at the beginning of each level.

You have to buy the different options laid before you, in much the same way as you'd have to buy an ice-cream from an ice-cream shop, i.e. with real money.

At least, the real money

has-been rockers!) in order to pay for her freedom.

Unfortunately, the Stones aren't easily found. You can't just wander into your local

Safeways and say, "I'd like a pair of your large mangos, and three Rosetta Stones please!", because you're more than likely to be arrested. Instead, you have to find someone to lead you to them.

This man is Hiruko, better known as 'the man with the stick' - a crumpled old fart who lends a few wry comments at points throughout the game, generally after you've had your codlings wrapped



© Ha! The big evil one soon wiped the smile of his face when he got a size eleven in the chops. Unfortunately, his mouth was so big my foot got stuck and I had to carry out the rest of my life with a huge meanie as a plimsole!!!

### FIVE THINGS THAT YOU COULD USE FOR KARATE FILM SOUND EFFECTS!!!

- 1. A kick in the stomach Get a side of beef and repeatedly kick it until it gives the required "toof" noise.
- 2. A slap 'round the face Whip a wet towel against the wall, for that all important "titch" effect.
- 3. A punch in the mouth First punch a cabbage with force and then drop some tic-tacs (minty sweets) onto the floor to simmulate the loosening of teeth.
- 4. A severe chop to the neck Break a plastic ruler across your knee. "Kerack!"
- 5. A kick in the nadges Er, go a kick someone in the nadges and run away very quickly!!!

around the nearest tree, and leads you to the ultimate battle with 'The Strongest Foe In The Universe' (TM).

Along the way, you have to kick, punch, gouge, nobble, and give a general good twatting to everybody who happens to stumble across your destructive path. Before doing

part is in reference to the arcade machine, as each 'power-up' costs you a real, honest-to-god, credit.

Thankfully the game supplies you with several credits before you start, so you can put your wallets back in the place they reside best, and safely play the game on the cheap. Before you buy weapons, though, you have to consider that these credits also allow you to continue once all your lives have been lost, so it's a

# DRAGON.

caps into. And 3) The end-oflevel baddies are heeeeuuuge!!!

It's graphics are outstanding. The gameplay is finely honed so that you'll never get fed up of kung-fu fighting. The sonics are available, and (spookily) it's even better than the arcade machine itself, which I thought was a bit less playable.

A cracking wishbone in the finely-cooked bird of a Chrimbletide games market. •

fineline type of choice between getting to the end of the level easily, but risking dying in the process, or get through whilst spending all your dosh.

At the weapons shop, you can also buy 'tricks' (a bit like Allan Green - the Director of prosecutions who was recently caught, er, kerbcrawling), which are extra moves for which your everbounding, cod-pieced hero can perform.

You can leap in the air, twisting like Chubby Checker (and, in the process, kicking the crap out of all in your radius), or you can leap up the side of walls, bounding back off with the force of a stampeding giraffe, and other incredible moves - certainly incredible for the limitations of the C64's graphics ability.

Double Dragon III is made up of three distinct factors: 1) It's a horizontally-scrolling beat-em-up for one or two players. 2) It has masses of crims to plunge your toe-

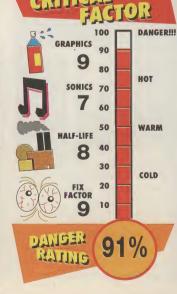


② As soon as we stepped into the bar, the door closed behind us and we were attacked by several Salvation Army charity collectors. It was horrible, they kept chanting "We shall overcome!" repeatedly.

great (well, they do grate after a while).

The C64 version also has the ultimate accolade of being the best version





### OTHER INCREDIBLE MARTIAL ARTS!!!

### Karate

Lots of strange fellows in pyjamas hitting each other with but their own hands and feet. Indeed 'karate' means open hand!

### Judo

Lots of people in similarly strange night-clothing throw each other about the gaff. Still no weapons though!

### Ludo

Four opponents battle it out with but a small receptacle contaning a die, and a few tiddly-winks (Er, you've strayed a bit, get on with the real martial arts or you're fired! - Ed)

### **Kickboxing**

Two peeps stand in a ring and duff each other up using a cross between boxing and karate.

### Kendo

Two blokes (or girlies) hit each other with large sticks. They are quite protected though, with lots of padding, etc.

### Ken Dodd

Another man who uses a stick. (Look, I'm warning you! - Ed)

### Kung Fu

Er, similar to karate - as in the 70's song "Everybody was kung fu fighting. Those kicks were fast as lightning!"

### Tai Chi

Not so much a martial art more a form of meditation to propel you to a higher state of consciousness.

### Tie Rack

The art of hanging a piece of material off you neck at a sufficient angle so as to cause maximum psychological damage to your opponent. (Right, that's it. You're fired!!! - Ed)

### COMMODORE POWER'S TOP MARTIAL ARTISTS!!!

- 1. Jean Claude Van Damme
- 2. Bruce Lee
- 3. Jackie Chan
- 4. Cynthia Rothrock
- 5. Chunk Norris
- 6. Steven Seagal
- 7. Leonardo (Turtle)
- 8. The Karate Kid
- 9. Brian Jacks
- 10. Sonia (Er, perhaps not!)



# FINAL BLOW

Sounds like the last move in a game of blow football, thought *Jeff Davy*, but when a knockout punch from the cat laid him out on the floor, he knew the game was up (No it isn't, it's boxing! Ed).

"I could've been a contender" is a poor excuse when you're carried out of the ring, bleeding.

Dreams shattered, confidence shattered, bones shattered. Yet that's the spirit of boxing (as opposed to Jack Daniels which is the spirit of rock 'n' roll, according to The Doors' Jim Morrison).

Furthermore, that's your task in Storm's new sport sim. Burning in your mind is the desire to be a Champion. Unfortunately, there are 10 other boxers with the same idea burning in their minds. So you have to be the roughest, toughest stack of muscular bod-hood to enter the ring since the last one got stretchered out.

Even before the sound of cheering crowds and ringing bells can fill your ears, you've



That's what I like, a good punch into the groinal area will cause that required whincing effect - either that or it'll add a new meaning to hard 'box'!

number of rounds in a match, the order of opponents and the number of players. The last is important if you want to bop hell out of a friend.

So it's into the ring against either a choice of

trousers-time) or the first opponent in a league. If you play in a league, the season lasts for nine weeks and points are awarded (3 for a wine, 1 for a draw, zilch for a lost match but nothing for a pair, not in this game, er, sorry, came over all 'Bruce Forsyth' there), the winner



being the one at the end with the most points. Was that obvious, or what?

Moves are all based upon moving the joystick in a

### **POWER INFO**

Out now!!!

Supplier: Storm
Price: £10.99 Tape, £14.99 Disk

**Availability:** 

particular way when fire is/isn't pressed. Just like boxing simulations before it and definitely just like all the martial arts-inspired beat-'em-ups that litter software collections the length and breadth of the country. Obviously in boxing you can quard yourself aswell as jab, punch long. Basically, all the moves serve the basic purpose of doffing your opponent up something rotten. Unless, of course, he uses them against you!

And now, after the good bit, the bad bit. This game suffers badly from several probs. It has little variation, slow movement, poor sound, neat but ultimately unvaried graphics and, ultimately, little thrill-factor. I found it quite depressingly uninteresting.

Certainly I'm not dishing out a knockout strike against this game but it's visibly on the ropes. There are better boxing games to be found. 3



© I was just standing there minding my own business when this huge fellow came up and started duffing my nose in! It's just not fair, all I thought I'd signed up for was some easy warehouse packaging job - obviously it was the wrong form of 'boxing'!

got to choose your options. The length of the round, boxer (number one is Mr Weak, number 10 is new-

### DANGER!!! 100 GRAPHICS HOT SONICS 60 50 WARM HALF-LIFE 40 30 COLD 20 58% DANGER KATING

# COIN-OP POWER

The words 'Associated Leisure Preview' may mean nothing to most people, but to *Jeff Davy* they meant the chance to go, with his Commodore Power cardboard camera, to a



swanky show of all 1992's new arcade games. And he did!

### **EXEXEX**

What sounds like a rating for the top shelf of the local vid shop is actually another product in the R-Type mould. Your spacecraft pootles from left to



right, taking on all-comers with its mighty laser weaponry, including a super-power-up laser weapon (are we talking familiar or what?).

As with all new games of this style, the backgrounds and aliens are

different but the gameplay remains the same. A neat laser-'em-up that should be an interesting challenge, but nothing innovative or exciting.



### Dragon's Lair II

Not so much an arcade game, more an (incredibly pricey) interactive movie. Blowed if I know whether it's a newie or not (although I've never seen it in an arcade before), but there were a lot of these machines hanging around.

It's the sequel to the cartoon-on-a-laser-disk original, in which you take control of hapless hero Dirk in a quest to resque your bride-to-be (or perhaps not). The whole thing relies on short cartoon sequences, during which you have to make a decision as to which way to move the joystick or slash your sword. At the beginning these are indicated by flashing sections of the screen or a flashing sword. If you don't move

fast enough, the game cuts to a sequence where you get squashed/eaten/fall down a deep hole, etc.

The thing about this game is that whilst its cartoon sequences are very impressive (it's like playing a Disney movie) and its humour is great (larger than life characters and amusing plot twists) it is a) expensive to play and b) awkward and annoving in the extreme if you don't move correctly/in time - there's no room for error, even the slightest mistake catapults you to the start of the section you're in. It's a pain in the rear end! Other than that, it's OK!





SHIE

### **Starblade**

Fans of Star Wars (The Arcade Game) will be instantly at home with the 3D space battle style of

Starblade.
The game presents you with a spaceship gun-turretview of a space battlefield and gives you the task of blasting the stuffing out of everything

The ship for which you appear to be the gunner sweeps over each stage of the battle area of its own accord, swooping

present.

over giant battlecruisers and through mine/asteroid fields. You move a central target and unleash four spindles of laser death to all and

sundry.
Strangest of all is the weird bowed screen which distorts the top and bottom to make it look like a truly all-surrounding view of the carnage. This really added to the gripping, rollercoaster-style appeal of the game except, unlike a rollercoaster, you have something to do and you don't throw up afterwards!

SCORE 000 1000



### **Robo Army**

It happens every day, doesn't it? A massive army of robots arrive from space and you (and even a chum, too), part human/part robot, have to send them packing with their bottom spanked.

Again their are massive, comic-book style - large, mean and on your screen (ahem!). As you smash and bash your way through the urban scenario, there are many things to kill - even robo-dogs!

Impressive and satisfying.







based blaster is the speed.
There's some excellent

comic/cartoon-like speed sequences as 8-Man (who, aswell as being a detective, is also a redsuited superhero-style geeser) chases villains. The (intentional) speedblur is really neat.

Worth playing for this alone!

### 8-Man

This geeser's a detective who has to stop a gang of monsters from invading the Earth by hunting them down before they polish off the human race. Eek! The most interesting thing in this horizontallyscrolling sidewalk-

### King of Dragons

Elf, wizard, cleric and dwarf. These are your potential roles in this horizontally-scrolling fantasy-'em-up. You have to smack, magic and generally dispose of evil monsters in your path and several end-of-level dungeons 'n' dragons-esque foes of the mightily large variety.

The graphics are neat and chunky and the game is fairly fun, what's more you can have more than one player at the same time. Definitely worth 20p or so.



### Totally awesome Power-packed Arcade game for 1992:

### Sunset Riders

This Western-scenario game may not have had the hottest graphics or even the sparkliest sound, but it sure as hell was the most gripping and playable. What's more, it's eminently convertible to home computer. A C64 version would (hopefully) lose little of the game's innate addictivity and style.

The concept is that of a scrolling shoot-'em-up set



in the Wild West, you take on the role of one of four gun-totin' heroes,

including a Clint
Eastwood-style floppy hat

'n' poncho Mexican who polishes off the opposition with two shotguns (yowzer!).

Rewards are the central theme in

Sunset Riders. There's an ever more notorious badguy each level with a growing reward to match. You meet them at the end of horizontally-scrolling



levels full of gunpeople, obstacles and stampeding farm animals (honestly!) in a set-piece screen that requires the leaden destruction of the baddie and his henchpeople.

> Perhaps the most amusing crims come after a train section, a horse-riding level (all with baddies everywhere) and more, with British wrongdoers,

The Smith Brothers who have top hats and Japanese-style English accents!

The game's great. So, who's going to sign it up?



### **Avengers**



A collection of mighty super-heroes (Captain America, Hawkeye, The Vision and The Iron Man - as far as we at Commodore Power can ascertain) do street-battle in a Renegade stylee. Using their swords/bows/whatever you must help them smeg the foe. What's more, up to four players can thrash about at once!

### **Rail Chase**

If you were looking for the latest instalment of the old 'Two guns and lots of rather unpleasant creatures with impressive weaponry' idea, then Rail Chase is your thing.

The scenario bears uncanny similarity to the section of Indiana Jones and the Temple of Doom when Indy and friends are in a mine-based rail-cart, speeding mercilessly through the underneath of a mountain or some such. For this is exactly what happens. You are plonked unceremoniously in a runaway cart and must blast everything that gets in your way. Predictable, really.

That said, it is particularly fast-paced

and, on the machine I saw, bally loud!
There are plenty of things to destroy and it's pretty impressive. It's surely manic on two-player mode, too!



### TWEET, TWEET, MAN!



WITH JASON MILLER AND RIK HENDERSON

### THE SCORING SYSTEM:

**NO STARS** 

00

000

0000

00000

So crap you'd think you'd trodden in something nasty!!!
A bit, er, rubbish!
Still a bit on the duff side!!
Completely and utterly mediocre!
Worth spending the budget-like spondoolies on!
Truly awesome, dudes!!!

### XYBOTS The Hit Squad £3.99

The Xybots have landed and will destroy all, so blast-emup with that amazing zap gun (which is stronger than Domestos - the germ destroyer that obliterates all unwanted slime!).

Your mission is to penetrate an underground complex to overcome the Xybots, evil robotic monsters who await your visit - ready to have the biggest blaze-up.

You have to battle against the xybots through thick and thin over many 3D cornerdown perspective mazes and a friend can even participate, too.

Whilst you explore the corridors, finding the quickest way out, working out the maze routes, vapourizing robots like it was no-one's business, you have to rescue human hostages, and blow-up Xybot machinery, until you get to the mean-as-a-mother end-of-level bad guy.

The action is frenetic, the graphics are cool, and the game itself is as playable as they come.

JM OOOO

### BATMAN The Hit Squad £3.99

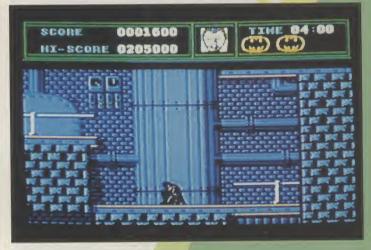
You've seen the movie, eaten the cereal, worn the pyjamas, now play the part of the super-hero in a high action adventure like you have never seen before.

The Caped Crusader, or 'Batman', must - with a spot of help from you - fight his



Crusade is an exciting multilevel action-adventure in which you control that one and only Indy, in his search for various artifacts - such as the "Cross of Coronado".

The game accurately emulates the film in the task



way through levels of action and high flying somersault acts as he battles against his malevolent arch enemies in this life or death situation.

There's a staggering 5 scenarios, which involve beating up baddies and taking-up high speed chases in the Batmobile - where you can corner at 90 degrees (and you try doing that in a Golf GTI).

And, finally, not forgetting the blood battle fight against the Joker which makes for a truly great game to go with the film.

My only disappointment is that there's no Kim Basinger, I guess she was just too sexy for this game.

JM

OCOO

### INDIANA JONES AND THE LAST CRUSADE Kixx £3.99

Indiana Jones and the Last

ahead, except Indy could be killed in the game, of course, plus there is no sexy blonde girlie to get in your path.



There are guards who will give you a hard time, until you

give them a taste
of your whip,
and you have to
navigate your
way perilous
caverns in this
four level
adventure.

The ultimate goal is to discover the Holy in order to save your

grail in order to save your father, and only the bravest will survive.

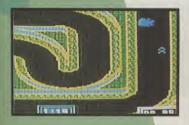
KKO

You've got to collect icons, such as torches - as it



becomes harder see in the dark (I would have never have guessed!) - plus whips, although Indy is not into bondage.

So destroy the rats and crusade knights and capture the holy grail in this beat-'em-up classic. JM 0000



### **3D STOCK CARS II E&J Software** £3.99

Cor blimey, there I was sitting down in front of my C64 waiting for 3D Stock Cars II to load, contemplating why I'd never seen 3D Stock Cars I, and the game loads.

I started it up, after choosing my options carefully, I hasten to add, and... clunk... my jaw hit the ground faster than a skydiver without a parachute.

Now forgive me if I'm wrong, but doesn't 3D mean, like, er, 3D? Aren't we meant to be treated to a viewpoint that resembles the real-life form of three-dimensional sight? 'Cos 3D Stock Cars II is more like Top-Down, flat as a pancake, Stock Cars II. Ho well, it's the game that counts.

And the game is rather good. It's another version of that old classic, Super Sprint, although it also relies on variety of opponent, and a track construction kit, more than the arcade game.

At times its a bit slow, and the gameplay becomes monotonous,



### **QUATTRO FANTASTIC Codemasters** £3.99

A compilation of four games that was previously to be called Quattro Pub, think you can see why it wasn't:

propel various types of sharp object at the board, and the game itself is easy enough to understand without being too simple to master.

Pub Trivia Simulator



O It's incredible how these darts players stagger to the oche after twenty pints of Mrs O'Malley's Steaming Rat Brew, let alone fling their arrows. I remember once when Bill the Bloody Brilliant fell over and impaled himself

### with his Union Jacks!

Monte Carlo Casino This is, in itself, a compilation of five classic gambling games. There's poker, blackjack, roulette, craps (right, Jenkins, kindly leave the classroom), and a jackpot machine that would rather not give you any cash at all. The card games are quite good fun, and fairly tough to beat, but the others are bit on the weak side.

### **Wacky Darts**

Darts games are, on average, quite reasonable you'd have to think way back to 'Bullseye' to come

7000 CHAPS 98 ROLLING

O One more joke about the word craps and Jeff will have a coronary - and if that isn't an invitation I don't know what is, so here goes: Craps? That sounds a bit like 'Crap', ho, ho. Fnar, fnar! OOO-EEEERRRR!!! (Sound of Jeff slumping to the ground!)



up with a bad one - so any darts game that hopes to cut the grade needs to be a little different. Wacky

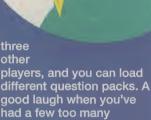
All the opponents have different traits, and even

This is an incredibly playable, and addictive little triv game that offers little more than most other incredibly playable, and addictive little triv games except you can play it with style of fruit machine, portrayed here, with a multitude of features. nudaes. holds, etc., surely it's just as fun to play as Hell Ninjas On Heinous Chemicals anyday.

What a bundle of seriously joyous games at an incredible price. RH 00000







sherberts.



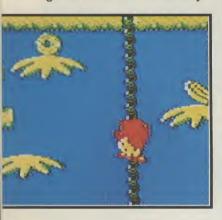
but it's a well-programmed bash at trying to do something new with the genre.

RH 000



### **TARZAN GOES APE** Codemasters £3.99

I'm sorry, it's completely unforgivable. I'm afraid I'm going to have to throw this game in the bin immediately -



not because it's bad, but because the pun in the title in so heinous that whoever thought of it should have their dangly bits shoved into a blender and the button pressed by the gamesplaying nation.

The game itself is a reasonable attempt at platform action, in the vein of Toki, and such-like. Tarzan has been turned into a monkey, and he has to leap and bound about, avoiding the creatures in the jungle, and collecting the pieces of



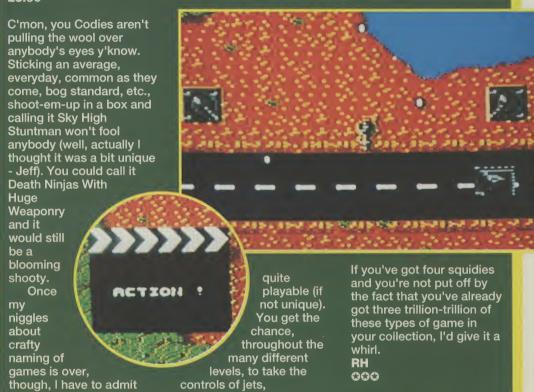
**SKY HIGH STUNTMAN Codemasters** £3.99

that this vertically-scrolling shoot-em-up is actually

helicopters, balloons (?), and even biplanes, although the gameplay stays much the same throughout. The

graphics remain of mediocre standard throughout, but the whole caboodle is spookily

addictive, as most games of this type invariably are.



antidote to turn him back into a pectorally perfect beefcake with the brains of an American swimming champion.

The graphics, cute as they are, are a bit crap to be honest, but the gameplay's there, and that's what matters really.

RH 0000



### **☼** THE WONDERFUL CODIES COMPO!!! ❖

"OO... Bugger! What are we going to fill this gap in the corner with?" Said Rik, quite bemused, to an equally vacant Jeff.

"How about a picture of Rudolph the Red Nosed Reindeer?" Said Jeff.

"How about a wonderful budgie column Chrimbo compo?" They both cried in unison, as if not only on the same wavelength, but speaking from the same orifice.

"Hurrah!!!" Said the readers.

So here we are with a completely brill compo care of budget kings Codemasters, as they've given us not one, not two-thousand, five hundred, and three, but five, count 'em, FIVE glorious, exclusive Dizzy T-shirts - with a picture from the box of the latest Dizzy game on the front.

All you have to do to be in with a chance of winning one is send us a postcard (or sealed envelope) with your name and address, and the answer to the question: "Who recently had a number one hit with 'Dizzy'?"

Send them to: You're making me dizzy compo, Commodore Power, 24 Highbury Grove, London, N5 3EA

The winners will be drawn on February 1st.

# OZIN' EUGENE'S

**Black Tiger** 

As Eugene flew through the air, he wondered why exactly the landlord took offence to his remarks about the lager and deep fried "cholesterol special" jumbo sausage. It dawned on him as his teeth shattered on the ground that maybe it was the remark aimed directly at the landlord, concerning his face and the sausage.

"Oh well", spluttered Eugene. "At least I didn't pay"

Eugene has recovered from his sound beating and is here to present to you the best tips this side of the cosmic plectrum. More dried biscuit sesame seed crunchies for you this ish...

price if taken to the Mechanoid base at 03-00. 3) Here are a few ways to escape from Targ: a) Make one million credits and buy a place on the

interstellar craft.

Mechanoid buildings and be rewarded with a free place on the interstellar craft. c) Nick it.

His high score is 451,520!

Superwonderboy

know this! Ed)

A large selection from Scott Crawley in Victoria, Australia.

1) Try and get as much money as possible as it gets you

armour, keys, potion and superior weapons to the one you

2) Shoot the walls because there are a few cavities hidden that contain coins, armour or sometimes a life. If you shoot

3) When you get to the Blockheads, go only far enough to

fiarly easily. Repeat this process until they are all dead. 4) On the title screen, type AACA.A including the full stop. This should start you off at various points on the first

the right to get them bouncing and then to the left, trying to

keep only one blockhead in sight. This can then be defeated

level, and some times at the end. This does not always work.

Always jump when you walk, as there are many hidden coins

lying around. (Er, somehow I think everybody might already

skeletons in the cavities, you may get more gold than



**Micro Dot** 

Here is some help for you, Mr Bashford. These pokes will give you unlimited lives, after resetting your computer. POKE 43543, 173 POKE 46757, 181 POKE 49048, 189 and use SYS 9\*4096



Now for a solution for The Great Escape from Keri Hodgman in New Zealand.

Day One;

Exit room via left door. Go to sentry post at the bottom left hand corner of living area.

Beside the left leg is key B. Get key. Follow fence to the

right until you get to the door. Unlock the door and leave key a tiny way up the screen

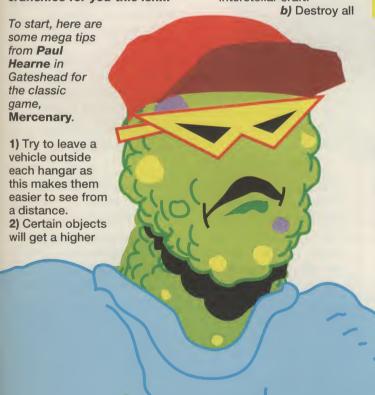
outside. Enter room and go through the door to the right and get the tools. Go to left door and pick the lock with the tools. Get spade. Go back to the bedroom and drop spade and tools in tunnel under the stove.

Go to room next to entrance to breakfast area and get red cross parcel. Open it and get money. Go to breakfast area and go through leftb door and get

Go right, up, right, unlock door with key A, right down, down, down, left, up. Drop key A.

Get sergeant's uniform and put it on. Do not get torch. Return to breakfast area.Put money in tunnel.Get tools and go to door next to red cross parcel room.Pick lock. Go down, right, down and pick lock at bottom. Do not get key.

Get ID papers behind chair. Drop uniform. Put ID papers and tools in tunnel. Go to roll call then bed.



## OZIN' EUGENE'S

### Day Two:

Go to red cross parcel room and get the parcel. Open it and get wirecutters. Go to tunnel under stove. Get spade.

Crawl through tunnel until you get to the collapsed section. Dig through section. Go to other end of tunnel and drop wireclippers there. Return to entrance and get ID papers. Now leave them with the wirecutters.

Return to tunnel entrance. Drop spade. Follow other prisoners around.

### Day Three;

Get third red cross parcel and open it. Get bar of chocolate and drop it in the tunnel. Follow prisoner routine to get to exercise area. Go down tunnel until exercise time is up. Get ID papers and wirecutters.

Go to top edge of area and cut wire. Drop papers by the sentry post. Cut wire. Stay in tunnel and drop wirecutters. Exit tunnel.

Let yourself be captured by the guards.

### Day Four;

Get forth red cross parcel and open it. Get compass. Let computer take you to roll call, and breakfast time. Go to tunnel. Get spade. Go to collapsed section and dig through. Drop the spade and get the wirecutters. Wait until excercise time ends. Drop wirecutters get ID papers.

Keep going up and you will escape.

### Some general hints;

If you're wearing the uniform, then only the commandant can get you.

When running away from guards walk close to a wall and go around a corner to get away.

Time your trip through the guards quarters well, or you'll end up in solitary.



**Inspector Hecti in the** Interchange Here are all the level codes, supplied by Jo Anne Robinson from Wales.

Level 6: MOON

Level 11: DISK Level 16: DUCK

Level 21: GRIM

Level 26: TANK Level 31: GOLD

Level 36: COLD

Level 41: BANG

Level 46: MUFC



2) Icons are useful. They may

give you more weapons, a

speed, a shield or kill all the

for the closest icons though,

bugs on that level. Only go

because they disappear

3) You can kill bugs by

instead of corners or

POKE 13931, 96 POKE

14021, 96 and SYS 3077

rotating blocks and hitting

them with walls. Timing is

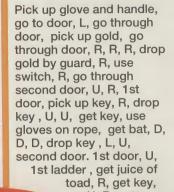
junctions for better results.

important. Use straight paths

quickly.

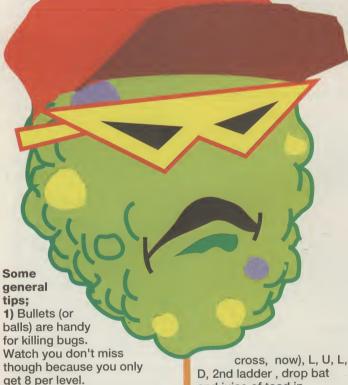
Ramparts

little extra time, faster



U, R, get cross (not to

Spike in Transylvania The solution



and juice of toad in cauldron, L, door, door, go through 2nd door, L, L, L, door, R, pick up lunch, L, door, R, R, U, stairs, L, L, get key, R, R, R, 2nd door, L, L, drop cross to kill

lunch to farmer Piles, get wellies, R, R, kill ghosts, get cross, R, R, 2nd door, 1st door, R, R, through door, L, use switch, R, R, get torch, R, through door, 1st door, L, L, through door, kill ghosts (with cross), get cross, get book, R, R, 2nd door, use wellies, (don't drop them) to cross mud, get bone, R, get key, L, go back across mud, drop wellies, 2nd door, L, L, through door, L, L, through door, 2nd door, 1st door, 2nd door, 2nd ladder, R, drop book in cauldron, get tie, L, through door, through door, L, L, drop cross, L eight times, through pub door, use tie, drop tie, R, get wine, through door, get key and cannonball, through, door, L, through door, R, through door, move cannon right, drop ball, and torch on cannon, D, drop bone (not to near dog), R, through door, L, through door, Lthrough door, get key and groovy hifi, through door, R, through door, L, through door, L, U, through door, R nine times, 2nd door, 1st door, R, R, through door, give funky music to guard, R, R, 2nd door, 1st door, give plonk to guard, use all keys to free mateys...

ahosts, get cross, give

An action replay poke for unlimited lives; POKE 10708, 173

Thanks to Chris Le-Court of the Wirral for that excellent solution.

That's your bloomin' lot, for this all-new, exciting,

Commodore Power Scum of the Earth!

Next Month, when me brain's in proper gear, there'll be more tips, maps and cheats than the measly two pages the Eds gave me this ish. There'll also be the first of the new 'Stool Pigeon' series of features, where a well-known programmer dishes the dirt on one of their top games.

For now, here's where to send your tips, etc. Oozin' Eugene's Scum of the Earth, Commodore Power, 24 Highbury Grove, London N5 3EA (And if it's printed you could win loads of games...)

### **SUBSCRIPTIONS**

Subs offers that'll go down a Storm (snort!)

Subscribe to

and get a sparkly FREE Storm game!

To get this fine example of a quality organ (that's Commodore Power to you) this ish, you presumably had to wander all the way to the Newsie in the cold, the rain, the snow (although down here in London as we write this - not yet!). Who knows.

Well, how would you like it if Commodore Power was delivered every month to your doormat? The only person who'd have to worry about weather conditions would be the Postie, and you could save all that time you would have spent trotting of to the shop and put it to better use - like playing more C64 games!

So... why not? It's damn cheap and you can get your mitts on a free game. Mid-month will never be the same

### WE CAN OFFER YOU:

12 issues delivered to your door at no charge to your good selves! The guarantee that no-one will have whipped the free gift and cassette from the cover while it sits on Newsie's shelf! O A free game!

For a grand total of £25. That's CHEAPER than if you bought every ish from the Newsie!

### Choose from:



### DOUBLE DRAGON

This new kick-'em-up in the martial arts/street violence vein, converted from the arcade machine, got one of

this issue's 'Power Packed' awards for being totally spiffy. A simple tale of boy meets girl, girl gets kidnapped, and boy(s) go out and give everyone a severe beating!



So you wanna be a boxer? (Do us a favour! Everyone's used this joke! Ed) . Well, Storm offer you the chance in

this latest attempt to capture the dynamism and terminal injuries of big-time boxing. One-to-one large doffing is the attraction of this action sim.



I'll be choosing:

[] Double Dragon III [] Final Blow

### RODLAND

The Cutesy corps ride again with Rodland. Another highlyrated game this issue, it involves two cuddly characters off to resque their 'mom' from the clutches of

other cute, but evil, beasties. This they do over many levels of platforms, infested with nasties and, er, flowers!

boxes	ew brass button. I'd like 12 issues and I'll tick one of these
	And I rather like the look of your FREE GAME offer, so

[] I live in the UK, so I'll be paying £25

[] I live in Europe, so I'll be paying £42.75 (Air Mail)

[] I live in, er, the Rest of the World (big place!), so I'll be paying £57.40 (Air Mail)

What's more, this is where you should send it:

Name -

Signature

Age (although you don't have to tell us!) \_

Address

Post Code

So, I've told you where I live and which game I'd like, now all I need to do is make out a cheque payable to "LIME LIZARD LTD", send off this form to: 'Commodore Power Subscriptions", 24 Highbury Grove, London, N5 3EA - and I rather look forward to my first ish! Thank's Commodore Power!

### **Next Month**

In the 2nd "studly" issue of

# COMMODORE POWER

# Storm Challenge

The 'Commodore Power Humiliation Tour' in full effect, as Rik 'n' Jeff go to Sarf London and challenge the Storm software posse to a frenzy of Indy Heat arcade game action. Who is the victor?

Words and pictures tell the tale next ish.

### Behind the cameras at 'Games Master'

Channel 4's vid-game
TV series - the studios
invaded by the CP gang
in pursuit of
glamour,
violence and a
good story. Celebs
interviewed! Pictures
snapped! Scandal
exposed!

Complete guide to 1991's C64 games

An exhaustive review of all last year's available Commodore 64 games - find out what you've missed and whether it's worth trackin' down.

### **Big Thrills**

Another 8-page worship in the Church of Popular Culture. Comics, Film, Music, Sport, TV and Video. Burst out of the C64 ghetto and get hip to the best of the rest.

### PLUS:

Tonnes of Games Reviews in our eye-searingly colourful

stylee!

More news in our HeadStart section than you can shake a horse at! Oozin' Eugene prints more tips than a felt pen factory!

Post Apocalypse blitzes plenty stacks of your mail!

Another selection of

stupendously generous competitions!

And, er, lots of other stuff that we haven't thought of vet!

### FREE!!

Another magnetic-media-miracle! A tape with four spiffy things for your 64. Games, demos, small wildebeest - the lot!

A further stupendous free gift/offer. If you thought this issue's was good, wait until next month!

(Sean Dickson of the Soup Dragons says):

They're free - to do what they want, any old time!!!

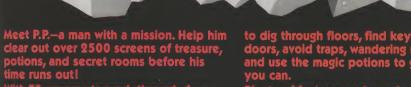
COMMODORE POWER - FEBRUARY 1992 - ON SALE JANUARY 10

AND HIS PNEUMATIC WEAPON









to dig through floors, find keys to open doors, avoid traps, wandering monsters, and use the magic potions to grab all you can.
Plenty of features and puzzles will ensure that you need all your wits in this fast moving action adventure. So get your weapon out and start digging!!! With 70 caverns to work through, from cold ice caves to sizzling pyramids, it's just as well P.P. has brought his secret weapon — a pneumatic drill! Use the drill

To order this product or for further information please contact:

Digital Marketing International Ltd., Unit 3, Poyle 14, Newlands Drive, Colnbrook, Berkshire SL3 0DX > D M 1
Telephone: 0753 686000 Fax: 0753 680343

Available on Amiga at £25.53 and C64 at £11.23 tape, £15.31 disk.

Screenshots from Amiga version.
Please check availabliity of different formats.





© 1991 DEMONWARE SOFTWAREHAUS GMBH. All rights reserved. Exclusive marketing and distribution by D.M.I.

